



SONICTM THE HEDGEHOG

Adventure



Gamebook

Books 144



STORMIN' SONIC

Marc Gascoigne & Jonathan Green

PUFFIN BOOKS

SONIC™ *THE* **HEDGEHOG**

Adventure Gamebook 6

STORMIN' SONIC

150

SONIC™ THE HEDGEHOG

Adventure Gamebook 6

STORMIN' SONIC

MARC GASCOIGNE
AND JONATHAN GREEN



PUFFIN BOOKS

PUFFIN BOOKS

Published by the Penguin Group

Penguin Books Ltd, 27 Wrights Lane, London W8 5TZ, England

Penguin Books USA Inc., 375 Hudson Street, New York, New York 10014, USA

Penguin Books Australia Ltd, Ringwood, Victoria, Australia

Penguin Books Canada Ltd, 10 Alcorn Avenue, Toronto, Ontario, Canada M4V 3B2

Penguin Books (NZ) Ltd, 182-190 Wairau Road, Auckland 10, New Zealand

Penguin Books Ltd, Registered Offices: Harmondsworth, Middlesex, England

First published 1996

1 3 5 7 9 10 8 6 4 2

Text copyright © Marc Gascoigne and Jonathan Green, 1996

Illustrations copyright © Selecciones Ilustradas, 1996

Sonic the Hedgehog copyright © Sega Enterprises Limited, 1993

Licensed by Copyright Promotions Limited

All rights reserved

The moral right of the authors has been asserted

Filmset in 12/15 pt Palatino by

Datix International Limited, Bungay, Suffolk

Made and printed in England by Clays Ltd, St Ives plc

Except in the United States of America, this book is sold subject to the condition that it shall not, by way of trade or otherwise, be lent, re-sold, hired out, or otherwise circulated without the publisher's prior consent in any form of binding or cover other than that in which it is published and without a similar condition including this condition being imposed on the subsequent purchaser

For Sal

INTRODUCTION

This is not an ordinary book, it's a gamebook. You don't read it through from front to back like you would a normal story. In *Stormin' Sonic* you will decide how Sonic and his pal, Tails, will defeat the sinister plans of dastardly Dr Robotnik. How will they fight the Badniks, and how will they overcome all the other tricks, traps and puzzles they will encounter along the way? The choice is yours. If you choose well for them, they will win. If you make the wrong choices – well, you'll soon discover what happens then!

Before you start to read the adventure, take a quick look through the simple rules which are set out on the next few pages. They are not at all complicated, so don't worry! They are like those used in the other Sonic gamebooks in this series – so, if you have already played one of those, the rules will be familiar. You will also need one ordinary six-sided dice, a pencil and an eraser.

Playing the game

In *Stormin' Sonic* you help guide Sonic and Tails through the action. Every so often our heroes will need advice on what to do next, and it's up to you to decide for them what they should do. Their adventure will succeed or fail depending on your choices.

The book is divided into three hundred sections, each

one with a number. The first section is **1** and the last is **300**, but you don't read through them in that order. Instead, each section ends with a list of several different actions that Sonic could take next, and a number for each one. Once you have decided what you want Sonic and Tails to do, turn to the section with that number and read it. Keep doing this until you have either finished the adventure – or have failed along the way! If you lose, you will have to start again and perhaps try to find a different way through to victory.

Sonic's Vital Statistics

Before you start, you have to decide how good Sonic is at doing certain things. Sure, everybody knows that he's very fast and very cool, but do you know exactly how fast and how cool? Here's how you find out.

If you turn to page 12, you will see Sonic's *Vital Statistics* sheet: a list of Sonic's abilities, what he is carrying, how many lives he has left, how many rings he has collected, and a few other things besides. Tails doesn't have a sheet of his own; his abilities are the same as Sonic's.

There are six of these abilities: Speed, Strength, Agility, Coolness, Quick Wits and Good Looks. Beside each of them is a description of the ability and a box, which is currently empty.

Read the descriptions of Sonic's abilities, then choose the one that you think Sonic is best at; write a '5' in that box. Put a '4' in the next best, a '3' in the third

best and '2' in all the rest. The different numbers show what Sonic's strengths and weaknesses are; the higher the score, the better Sonic is at doing something.

Doing Things

Some sections of the adventure will ask you to roll on one of Sonic's abilities in order to beat a certain number which is given in the text. This means that you should roll one dice, add the number you've written to that particular ability, and compare it to the number given to beat. If your score is equal to or higher than the number, Sonic has succeeded (all right!). If your score is lower, Sonic has failed (crunch!). Follow the instructions in the section you're reading to find out what happens next.

Fighting

Sonic also uses his abilities to fight his enemies. Sometimes defeating them is so easy that you won't have to roll the dice, but at other times you'll be told to roll for combat against one of Sonic's abilities. It can be any of them, depending upon the enemy and the type of attack they use.

All Sonic's enemies have a rating, a number between five and ten; the higher the number, the more deadly they are at fighting. To fight an enemy, roll one dice and add it to the ability Sonic is using in that fight — the section will tell you which ability that is. If Tails is fighting alongside Sonic, our heroic hedgehog can add three points to this roll. If Sonic rolls equal to or higher than the enemy's rating, he has landed a blow

on the enemy (wallop!). Sometimes this will destroy the enemy, but some enemies are stronger and will need more than one hit to knock them out.

If the enemy are not destroyed, they can try to hit Sonic back. Roll one dice and add it to their own rating. If the result is higher than 10, Sonic has been hit (bam!). If there is more than one enemy, each can try to hit Sonic back in this manner, unless they are fighting one at a time (the text will tell you if this is the case).

When Sonic is hit by an enemy or a trap, one of two things will happen. If he is carrying any gold rings, he loses them all. However, if he is not carrying any rings, Sonic must lose a life! If the opponent fails to hit, Sonic can then try to hit again, and so on.

Lives

Sonic starts the book with three lives, just like in the game. If he loses them all, he has failed and must start the adventure again from the very beginning. Tails has no lives of his own; if Sonic loses all of his, then Tails must also start again.

There are two ways to get extra lives. The first way is for Sonic to find them concealed along the route of his adventure. The second way is to collect 100 rings which he can then swap for an extra life.

Carrying Stuff

Sonic starts the game with nothing, but he and Tails may pick up items along the way, or they may lose

some in the course of the adventure. Always write any new items down on Sonic's *Vital Statistics* sheet and remember to cross off the ones he and Tails don't have any more.

Throughout the adventure, Sonic and Tails will find and collect gold rings, which will protect our heroes from hurt and may help them gain extra lives. When you finish the adventure, your final score will be the number of rings that Sonic has left. Challenge your friends to see who can end up with the most!

That's everything you need to guide Sonic and Tails through the dangers that will be inflicted by the Weather Egg. Now turn to Section 1 and read on . . .

SONIC'S VITAL STATISTICS

SPEED

5

Sonic is seriously fast! In his special trainers, at top speed, Sonic can evade Robotnik's traps and evil Badniks easily. But sometimes he runs too fast – right into danger!

STRENGTH

5

Our hero is pretty tough and can zoom around all day, jumping on bad guys and smashing traps. Sonic must be careful, though, not to act too hastily and to remember to think before he smashes something that may be important.

AGILITY

6

Sonic is a natural gymnast. Climbing, jumping, diving, swinging, exploring – he can do it all, and he loves to show off his athletic skills whenever it's time to be a hero.

COOLNESS

3

Hey, of course Sonic is cool! Just look at those natty spikes, those spotless trainers and that attitude of his. So what if it means that he will try to charm his way out of trouble a little too often?

→ QUICK WITS ←

5

Sonic's speed means he has to think fast, which can often help him out of tricky situations. Trouble is, it also means he can sometimes be too impatient and hasty!

→ GOOD LOOKS ←

2

Perhaps the most important thing in Sonic's life is looking good and acting cool. This can impress people so that they will help him, but at other times it just annoys them!

LIVES LEFT:



(Sonic starts with three lives.)

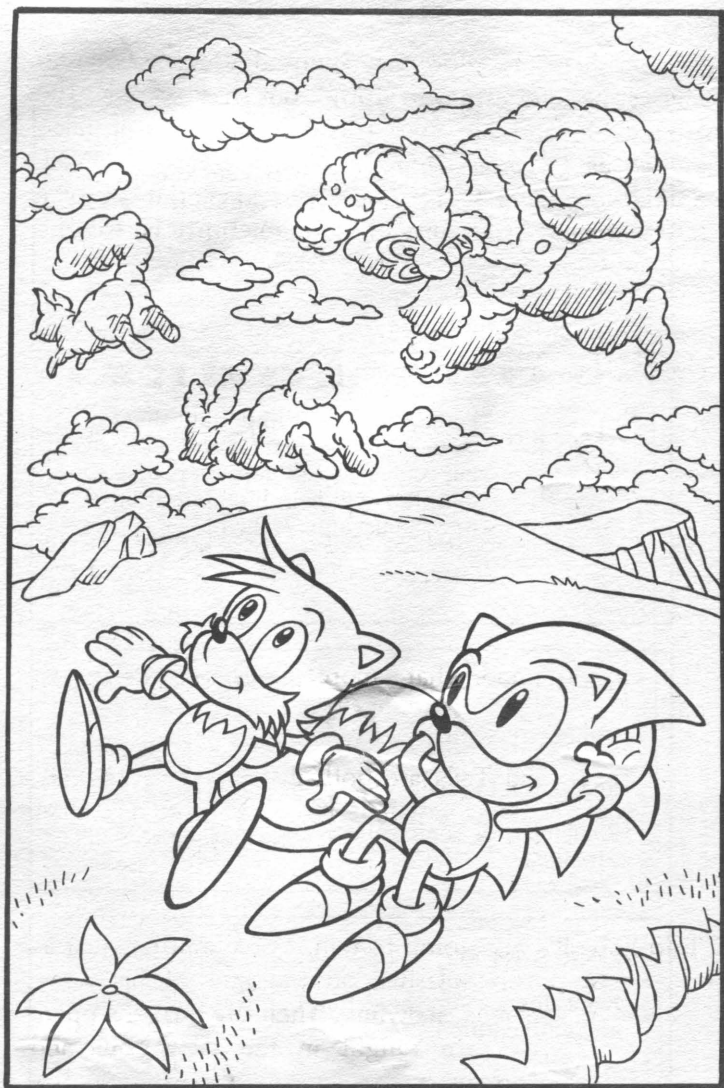
RINGS COLLECTED:

(Remember: if Sonic collects 100 rings, he gets an extra life.)

SONIC'S STUFF:

(Note down everything that Sonic collects while on his adventure.)

1. RING FLAME
BOOKO.



1

It is another quite gloriously sunny day in the Emerald Hill Zone and, true to form, our hero, Sonic the Hedgehog, and his foxy friend, Miles Prower (also known as Tails), are doing nothing very much. Well, unless you count lying on their backs at the top of a hill, watching little fluffy clouds drift lazily across the brilliant blue sky.

'Hey look, little dude,' says Sonic, pointing up at one cloud. 'There's one that looks like a rabbit.'

'Right!' Tails agrees. 'And look, that one looks just like a squirrel.'

'Oh yeah – but see that other one, the big one coming up fast: doesn't that cloud look just like Fatty Robotnik?'

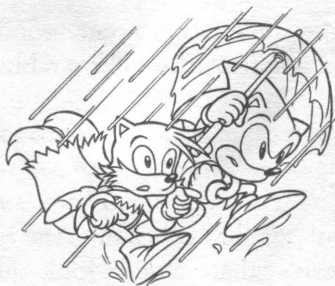
'It does, too – and, what's more, it's getting closer, and darker!'

Now Sonic and Tails are both intently watching the Robotnik-shaped cloud. It is huge, blotting out most of the sky, and it has turned from white to a dark, threatening grey.

'I do hope it's not going to rain,' Sonic mutters, just as a large raindrop splashes on the end of his nose. 'Gross!' he exclaims, scowling. Then the heavens open. Sonic and Tails are caught in the downpour and suddenly the prospect of a lovely lazy morning has

gone pear-shaped. A deep rumble of thunder comes from the cloud, which now seems to have blotted out the entire sky, and a bolt of lightning streaks down and zaps into the hillside near by.

'That was too close!' Tails yelps. Decision time. Should Sonic and Tails run for cover from the storm (turn to 78) or stay out in the open (turn to 99)?



2

'Ah, oui, I can 'elp you zere,' the penguin smiles. 'Just keep on 'eading north — and zere you are.' If Sonic doesn't want to ask any more questions, turn to 52. If he does, will he ask:

'What caused the land to turn to desert?'	Turn to 193
'Have you seen Sally Acorn?'	Turn to 260

3

'Hey, Porker said that Sally was carried off towards the Chemical Plant Zone!' Sonic realizes. 'We must go and rescue her in a typically heroic fashion. Come on, Tails!'

Dragging his foxy friend behind him, Sonic dashes away, and the pair are soon running through the maze of pipes and towers that make up the zone. It is quite windy here, and the girders and pipes creak and groan as they are buffeted and blown about.

'Ouch!' Tails cries suddenly. 'I've just been hit on the head by a banana!'

'A banana? Are you sure?' Sonic asks, peering up into the sky. The wind is definitely getting stronger, and he is sure he can make out a mass of yellow specks dropping towards the two of them. In seconds the pair are being deluged by a shower of bananas. While Sonic is in this zone, you must keep a careful count of how many objects hit him (write it in a spare corner of his *Vital Statistics*). For now, roll one dice and note down that that many bananas have hit Sonic before he can avoid them. Should the two friends now make for shelter (turn to **242**), keep running further into the zone (turn to **257**) or take to the air, with Tails carrying Sonic (turn to **70**)?



4

Which side of the magnifying glass will Sonic grab in order to manoeuvre the lens into position: the side that bulges out (turn to **58**) or the side that curves in (turn to **155**)?

5

There are four Buzzers, each with a rating of 5, and Sonic must fight them using his Agility. If he beats them all, turn to **37**. If Sonic is hit more than once, turn to **268**.

6

How is Sonic going to get Tails out of the ice? If he has a laser and you think he should use that, turn to **151**. Otherwise, he'll have to smash the block. Roll against Sonic's Strength, to beat a 7. If he succeeds, turn to **212**. If he fails, turn to **169**.

7

Sonic and Tails have two exits to choose from: the one on the left (turn to **229**) or the one on the right (turn to **234**). Whichever exit they choose, Knuckles will head in the opposite direction.

8

Spinning as if his life depended upon it – for indeed it does – Sonic smashes into the eggs-o-skeleton, sending Robotnik reeling. The device's hydraulics squeal and hiss in protest as the villain presses another control to send it clumping back to engage with the pair. Robotnik's machine has a rating of 10, and Sonic must fight using his Strength (plus 3 because Tails is helping). If the daring duo defeat the revolting Robotnik, add 1 minute to the time elapsed. If the total time is now 10 minutes or more, turn to **224**. If it is less, turn to **300**.

9

Sonic somehow manages to avoid all the deadly detonating devices, and he is able to grab several gold

rings while being swept along in the water – six in all! Turn to **27**.

10

In the middle of one wall Sonic finds a smooth brick that slides in when he presses it. The sand stops falling and the door swings open. Relieved, Sonic and Tails dash back out into the corridor. Will they now try a door they haven't opened yet, either the one to the left (turn to **246**) or the one straight ahead (turn to **149**), or should they leave the pyramid by the way they came in (turn to **162**)?

11

Bruised and battered, Sonic must lose all his rings (or a life). Tails flies on; turn to **23**.

12

The hurtling hedgehog bounces off one robot into another, turning them both into a textbook definition of the word 'smithereens'; but in his haste he misjudges his next leap. Sonic's reflexes are not quite fast enough to stop him landing on the conveyor belt. His foot slips between two of the slats and he is trapped! As he desperately tries to extricate himself, the conveyor belt continues to carry Sonic closer and closer to the whirling blades. Yipes! Roll against Sonic's Strength, to beat an 8. If he succeeds, turn to **278**. If he fails, turn to **97**.





13

'Sheep and starfish next!' Tails finishes his sentence. Immediately there is another crash and something else falls from the turbulent sky. Stalking towards the pair now are – yes, you've guessed it – a large robotic sheep and a huge, annoyed-looking metal starfish. 'Here we go again!' Sonic mutters, shaping up for some bad guy bashing. The sheep and starfish each have a rating of 7, and they must fight against Sonic's Speed (plus 3 because Tails is helping).

If our heroes win, they see the Robotnik-shaped cloud speed up and fly away across the zone. 'Come on,' Sonic sighs. 'This rain's getting stupider by the minute.' What should Sonic and Tails do now? Should they look for their friends (turn to 233) or follow the cloud and try to find out what is going on (turn to 210)?

14

'Okey dokey, skipper,' Tails agrees, taking hold of Sonic and flying in the direction of the Octopus. A long tentacle shoots out and grabs Tails. In shock he drops Sonic, who lands with a splash in the water near the Octopus. The Octopus has a rating of 9, and Sonic must roll against his Speed if he is to avoid its marauding tentacles. If Sonic wins, turn to 67.

15

The giant robot ape seems to have assumed that the barrels have done their job, for it stops dropping them and begins blowing gusts of wind out over the zone once more. Sonic clambers up to the top level of the

16-17

tower and waves to Sally, who certainly seems very pleased to see him. Sonic always loves this part of being a hero. Should Sonic untie Sally (turn to 202) or deal with the ape first (turn to 46)?

16

Fortunately Sonic just manages to make out the edge of the steep cliff in front of him before he steps over it and falls to his doom. 'Maybe this way isn't so hot,' Sonic admits, backing away. So should they head straight on instead (turn to 223) or to the right (turn to 282)?



17

'That showed him,' Sonic says, looking down at the unconscious echidna. Sonic notices that Knuckles has dropped ten gold rings he must have been carrying and quickly scoops them up before turning to Tails. 'Well, we can't hang around here, my bushy-tailed buddy. We've got to discover what's going on.'

In order to find out what's happening to the Emerald Hill Zone, Sonic and Tails are going to have to explore further afield. Should they head north (turn to **116**), south (turn to **180**), east (turn to **157**) or west (turn to **252**)?

18

Sonic is zapped by the frazzling beam of the laser and must lose all his rings (or a life). Smouldering slightly, the hedgehog tumbles all the way down the corridor, out of range of the lasers, dragging Tails safely behind him. Turn to **64**.

19

The two Coconuts each have a rating of 6 and, since they are cooler than the average Badniks, Sonic must fight both of them using his Coolness (plus 3 because Tails is helping). If Sonic defeats them both, turn to **83**.

**20**

Where should the two pals go now: to the north (turn to **116**), east (turn to **157**) or south (turn to **180**)?

Lying in the snow amidst the remains of the Badniks are seven gold rings. Sonic grabs them, then moves on. Close by, he finds a dazed Tails lying against a tree in the middle of what remains of his snowball. 'Are you OK, dude?' Sonic asks, helping the frail fox to his furry feet.

'Um, I think so,' Tails says groggily. 'It would help a great deal, though, if you could stop swaying around like that.'

'That's not me, little pal.'

'Oh. Don't worry, I'll be fine soon. Shouldn't we be moving on now?'

The pair set off once more. After a long trudge through the snow, the two heroes come to a frozen pond. The ice looks so inviting that the temptation is too great – and soon the pair are skating around on it, having tremendous fun. Lost in their own private world, they are more than a little surprised when they hear a discreet electronic coughing sound, and they look up – to discover that they are surrounded by more gun-toting Badniks. Should Sonic and Tails make a run for it (turn to **182**) or try something else (turn to **112**)?



22

A blast from the laser-sting clips Tails, knocking him over. Sonic will have to fight on alone, without his friend's 3-point bonus. If Sonic beats the Scorpion, turn to 34.

23

At last, through the flying debris, they see it! Standing on the top of a large tower of pipes and scaffolding up ahead is a truly ginormous robotic ape. It is blowing out through its enormous mouth, and this is what is causing the powerful gusts of wind!

'Look, he's got Sally!' Sonic shouts over the gale, pointing to where the squirrel is lying, tied up, at the huge ape's feet. 'We must save her!'

'So how exactly are we going to do that?' Tails asks unhelpfully.

What should they do? Should Tails fly over the ape and drop Sonic on to it (turn to 167), or should Sonic throw things at the ape (turn to 35), or should the pair land and sneak up on the creature (turn to 192)?

24

How exactly will Sonic and Tails do this?

Attack the machines?

Turn to 166

Attack the Badnik operators?

Turn to 248

Attack the icicle-covered robot?

Turn to 286



25

As the red shape speeds towards him, Sonic prepares to catch it. Just too late, the hedgehog realizes who it is. 'Aw no! No! Not him!' he yells unhappily. Oh yes. Knuckles, the red-dreaded echidna (the two of you who don't know what an 'echidna' is can look at the drawing opposite, and you will at once realize that it is a spiny anteater), slams down on top of Sonic the Hedgehog at great speed, knocking him flat. Cross off all Sonic's rings (or a life if he has no rings left).

'Ow, ow, gerroff!' Sonic splutters, with his face in the mud.

'With pleasure, hedgehog!' Knuckles snarls. 'I might have known you were behind all this!'

'What are you talking about?' Sonic snaps, pulling himself to his feet and trying to wipe off the worst of the mud.

'Not that it's any of your business, but a mega-volt bolt of lightning from a huge cloud ripped open a hole between the dimensions, blasting me off my floating island and down on to this miserable part of Mobius – and I bet it's all your doing, you worthless worm-eater! While I'm down here, who's going to guard the Chaos Emeralds?'

With that, the angry echidna leaps at Sonic, ready to punch his lights out! Sonic must fight Knuckles, who has a rating of 9, using his Strength. If Sonic wins the fight, turn to 17. If Knuckles wins, turn to 84.

26

Unfortunately, there are so many Badniks that they have little difficulty in blocking all the exits. Sonic can either fight (turn to **245**), go into a super spin (turn to **211**) or keep them distracted (turn to **40**).

27

The turbulent waters get gradually calmer as the river passes beyond the rapids. But Sonic's troubles are not over yet. Swimming towards him, against the current, are two metallic fish which look like nothing but teeth and fins. They are Choppers, waterproof robot Badniks created by Dr Robotnik, and they don't seem too pleased to see Sonic. The hedgehog has no choice but to fight them. But how? Will he:

Prepare to fight them normally?

Turn to **101**

Go into super spin attack mode?

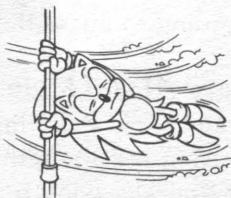
Turn to **254**

Try to trick the Choppers?

Turn to **299**

28

The terrain is definitely getting drier and dustier, and the pair are both sweating in the hot sun. Should they continue going westwards (turn to **135**), head south again (turn to **160**), or turn eastwards (turn to **277**)?



29

Turning himself into a speeding blue blur, Sonic hurtles round the room, bouncing off computer banks and video screens. Panels fly open, revealing five gold rings (Sonic can quickly snatch these up). Although he misses the android, the various explosions he has caused make it look tarnished and dirty. Now it must fight, against Sonic's Good Looks (plus 3 because Tails is helping) with its rating reduced to 6. If Sonic and Tails win, add 1 more minute to the time elapsed. If the total time elapsed is 10 minutes or more, turn to **224** immediately. If it is less, turn to **287**.

30

The worm strikes so fast that Sonic barely sees it move, and well before Sonic can get away. Cross off all Sonic's rings (or a life). He now has no choice but to fight it (turn to **109**) or try a super spin attack (turn to **181**).

31

The Snakebot watches, mesmerized by Sonic's body-popping, bogling and voguing. Eventually there is a click and the robot shuts off, falling on to its side with a clunk. Sonic makes a dive for the gold rings. Turn to **148**.

32

The two robots both have a rating of 6, and Sonic must fight using his Coolness (plus 3 points because Tails is helping). If they defeat the robot guards, turn to **133**.

33

The Badniks level their weapons, robotic frowns on their metal faces. 'Aw, everyone's a critic!' Sonic sighs as they open fire. Sonic must lose all his rings (or a life). Everything turns fuzzy black . . .

Sonic comes to inside a large ice-cave. There is no sign of the Badniks. Tails is lying, unconscious, next to him, but after a good deal of prodding and shaking from Sonic he comes round.

'Where are we, Sonic?' Tails asks feebly.

'No idea, little dude. Perhaps we should stick our heads outside and take a look.' Just as the pair step outside, a huge, shaggy, white shape appears in front of them, as if out of nowhere.

'Boo!' it says, rather unnecessarily.

'Waaargh!' Sonic and Tails yelp. The Yeti raises one paw and, without warning, fires its claws at the pair. Roll against Sonic's Agility, to beat a 6. If he succeeds, turn to **120**. If he fails, turn to **100**.

34

With Sonic's final blow the Scorpion falls apart, revealing a glowing round circuit-board at its heart. The robot's laser-sting has also come loose, and Sonic may take it if he wants to (if he does, write it down on his *Vital Statistics*). Now, should he take a closer look at the circuit-board (turn to **102**) or leave and make for the edge of the desert with Tails (turn to **241**)?

35

As Tails carries Sonic through the windy gale, the hedgehog manages to grab an armful of debris and stray fruit with which to pelt the ape. Roll one dice and add 2 to discover how many pieces Sonic grabs. Sonic may throw each of them at the ape; for each item, roll one dice. On a roll of 5 or 6, turn at once to **261**. On any other number, roll for the next item. If 5 or 6 is not rolled at all, turn to **114**.

36

Incredibly, Sonic manages to avoid all the barrels. Among other debris being blown past the pair are several gold rings; Sonic manages to grab five as they fly past (write them down on his *Vital Statistics*). The wind seems to be getting even stronger, so should Sonic and Tails seek shelter, if they haven't done so already (turn to **242**), or should they take to the air, with Tails carrying Sonic (turn to **70**)?





37

Carrying on through the trees, Sonic and Tails are suddenly confronted by a very peculiar sight. Their piggy pal, Porker Lewis, is sitting on the roof of his house, which seems to have been washed along by the flood. More worryingly, Porker is being menaced by several long, metallic tentacles which have emerged waving, out of the water. As our two heroes draw closer, a huge head rises into view: it is a gigantic robot Octopus! Sonic is obviously going to have to save Porker from this strange new Badnik – but how? There is no time to lose, so does he continue to swing through the trees towards the Octopus (turn to 107), jump into the water to attack it (turn to 290), get Tails to carry him to fight the Octopus (turn to 14) or use a freezing ray, if he has one (turn to 194)?

38

'Ow! My tootsies!' Tails squawks, tripping over something that is sticking out of the ground. 'What's that?'

Sonic bends down and picks up what looks like a small power-pack or battery. 'Strange. Perhaps it fell off one of Robotnik's bogus Badniks.' Sonic may take this article with him if he wishes. Now which way?

Straight ahead?

Turn to 145

Left?

Turn to 173

Right?

Turn to 105

39

The door opens to reveal another gleaming, metal

room. In the far corner stands a large device which must be the teleporter. Standing by the side of a bank of computer screens and controls is a silver android. It is sleek and handsome for one of Robotnik's creations, and it doesn't seem to have spotted Sonic and Tails yet. What should Sonic do?

- | | |
|---|--------------------|
| Run towards the teleporter? | Turn to 289 |
| Attack the android? | Turn to 93 |
| Try a super spin? | Turn to 74 |
| Leave the room before they are noticed? | Turn to 229 |

40

Trying to avoid four robots all at once won't be easy. Roll on Sonic's Speed, to beat an 8. If he is successful, turn to **216**. If he fails, turn to **69**.

41

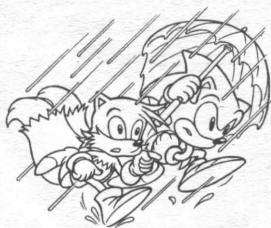
'Which way, Sonic?' Tails frets as they race through the maze of corridors in panic.

'Anywhere you like. Just keep your eyes peeled for an escape pod or a lifejacket or something,' Sonic snaps back. They run this way and that, looking for anything that might help, but with little success. (Note that 3 more minutes have elapsed.) Roll against Sonic's Quick Wits, to beat a 6. If he succeeds, turn to **80**. If he fails, turn to **240**.



42

Before the hedgehog can get out of the way, the tree crashes down on top of him. (Cross one of Sonic's lives off his *Vital Statistics*.) So much for taking shelter! Tails grabs his stunned friend and pulls him back out into the open. Turn to 99.



43

Finding himself caught in the Yeti's freezing ray, Sonic is immediately trapped in the ice from the neck down and cannot move. Tails too is encased in a similar block near by. 'Bogus!' Sonic declares. 'How are we going to get out of this one?'

As he gazes out across the wintry landscape, Sonic suddenly catches sight of a distant red figure trudging through the snow. It's Knuckles, and unfortunately he is Sonic's only hope. 'Er, hey, Knuckles, old pal, old buddy, old chum!' he calls in what he hopes is a friendly voice. 'Yeah, over here. We, um, well, HELP, actually. Thank you.'

Knuckles speeds over and stands, regarding the hapless pair, his enormous fists planted on his hips. 'Why should I help you, hedgehog? Having you out of the way makes my life a whole lot easier.' With that, he turns to leave.

'You creep!' Sonic yells after him. 'Why, you're nothing but a coward!' The crimson echidna spins around with a livid expression on his face and punches Sonic's block of ice, before storming off into the snow.

A small crack appears in the ice-block, then a larger one, then three more, and then in a rush of crystals the whole thing collapses, leaving Sonic free once more! Now he must free Tails. Turn to 6.

44

Our hero finally emerges from the caves and is washed up on a riverbank, downstream from the rapids. Lying on the ground are three gold rings, which he may take.

'Oh, there you are, Sonic,' comes a familiar voice, followed by an equally familiar foxy face as Tails lands next to him after depositing Porker on the ground near by. 'You're all right then. We were worried about you for a minute back there.'

'Worried about me? Mobius's greatest, bestest, onliest hero?' Sonic replies mockingly. 'Huh. I can look after myself. Come on, let's get out of here.'

Leaving Porker to tidy up his waterlogged cottage as best he can, and after promising to return soon, once they've got to the bottom of all this unpleasantness, Sonic and Tails set off again. They trudge for ages through the Emerald Hill Zone, which should now perhaps be renamed the Smelly Brown Zone, so thick and so pungent is the mud that covers everything.

Without warning, two huge forms rise up out of the slime in front of our heroes. Dripping mud and weed, they look like Crabmeat Badniks, only much, much larger! Before Sonic can react, a red blur shoots past him and smashes into the robots. It's Knuckles, and he's just destroyed Sonic's intended targets! Turning to face the two stunned friends, Knuckles snaps, 'Huh! I haven't got time to hang around. I've got to find out what's going on!' With that, he speeds off into the distance.

'Bogus!' snarls Sonic. 'I'm not going to let that heinous, hairy ant-scoffer find out what's going on before I do. Come on, buddy!'

If the letters 'IR' mean anything to Sonic, turn to **292**.
If not, where do the two friends go next:

North?

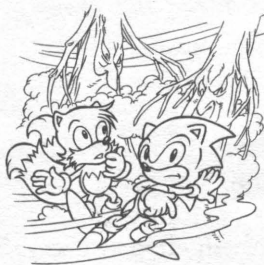
South?

East?

Turn to **116**

Turn to **180**

Turn to **157**



Revving up into super spin mode, the hedgehog speeds through the fog towards the tree and smashes into the

trunk. CRUNK! The tree snaps at its base and begins to topple backwards and forwards. Then, with a crash, it falls back in Sonic's direction! The hedgehog leaps out of the way and with a dazzling bodyswerve manages to avoid getting crushed. 'Timberrr – oof!' he adds, as the walrus falls out of the branches directly on top of him. Sonic must lose all his rings (or a life).

'Thanks, Sonic,' Joe Sushi says gratefully. 'I could have hurt myself.'

'Urrgh ... don't mention it,' Sonic says, squeezing himself out from under the walrus. 'Listen, Joe, there's hero stuff to be done, so you stay here while we find out what's causing this fog.'

Several rings have fallen out of the tree's branches along with Joe, so Sonic quickly gathers them up (there are eighteen in all). Then he and Tails march boldly and heroically off into the thick fog. Soon, however, they have no idea where they are. Which way should they go?

Straight on?

To the left?

To the right?

Turn to **223**

Turn to **239**

Turn to **282**

Yelling an ancient hedgehog war-cry, Sonic runs at the monstrous machine. He must fight using his Strength (plus 3 because Tails is helping), against the Apebot's rating of 10. If the ape scores a hit, roll one dice. On a

roll of 1 to 3, turn to **285**. On 4 to 6, turn to **243**. If Sonic and Tails defeat the giant ape, turn to **56**.

47

Revving up on the spot, Sonic then hurls himself towards the door. Roll against his Strength, to beat an 8. If he succeeds, turn to **266**. If he fails, turn to **61**.

48

Unfortunately, Sonic's disco poses are a little old-fashioned even by this pyramid-dweller's standards. The Snakebot pauses for a second, then strikes. Ouch! Sonic must lose all his rings (or a life). Now he must fight the creature. Turn to **132**.

49

What does Sonic have that he could possibly use against the evil Robotnik? If he has a freeze ray he wants to try, turn to **106**. If he has an ink-sac he wants to try, turn to **96**. If he has neither or if he doesn't want to try them, he will have to attempt a super spin (turn to **8**) or simply attack Robotnik (turn to **170**)





50

The plank hits the river and Sonic finds himself surfing down the rapids, looking as cool as any surfing blue hedgehog has ever done! While Sonic is on this improvised surfboard, he may add one point in his favour to any dice rolls he must make. However, although his balance is great, his sense of direction is less certain. Roll one dice. On a roll of 1 to 4, turn to 129. On 5 or 6, turn to 230.

51

The Badniks are lying around in the room like half a dozen spilled jigsaws. The way is now clear for Sonic to attack either their snowy supervisor (turn to 203) or the machines themselves (turn to 228).

52

'We should get going, Sonic,' Tails advises, giving the strange penguins a nervous look. Sonic agrees, so the pair take their leave and prepare to set off again.

'Ang on!' the penguin leader calls. 'You might need zis!' He throws them a large water-bottle, salutes, and then kicks his camel in the ribs and rides away with his fellows. Turn to 235.

53

'Well, it *was* quite sunny this morning when I opened up, but it just seemed to get hotter and hotter. All the trees and grass shrivelled up and sand blew in, and soon I was surrounded by desert. It was quite peculiar, now I come to think about it,' the polar bear says.

Now what will Sonic do?

Ask if he has seen Sally Acorn?	Turn to 178
Ask what he thinks is causing the odd weather?	Turn to 227
Leave here and continue exploring?	Turn to 108

54

As you ponder which gambit Sonic should try, the rain-soaked hillside gives way and our two heroes are swept away in a ferocious mudslide, which ends only when they are deposited into the fast-flowing floodwaters. Sonic and Tails are swept away; turn to **111**.

55

The Snowworm shatters into pieces and lies, motionless, in the snow. Sonic is about to set off in pursuit of his friend when he hears the sound of gunfire, immediately followed by an explosion near by. Coming over the top of the hill are a group of Badniks with skis in place of their feet. They are carrying guns – and are firing at Sonic. Should he stop and take them all on (turn to **253**), make a run for it down the hillside after Tails (turn to **140**) or try another means of escape (turn to **295**)?

56

The huge robot topples backwards off the tower. Far, far below it hits the ground with an earth-shaking thump and explodes into a million and two pieces. Sonic races over to Sally and unties her. 'Oh, thank you, Sonic!' she says when she is free once more. 'You've saved me from an ape worse than death.'

'Don't mention it, ma'am,' Sonic says, throwing her a daft salute. 'All in a day's work for Mobius's greatest hero.' Behind Sally is a pile of assorted items which the ape appears to have collected. Among them are twenty rings and a bunch of bananas; Sonic may take these if he wants to. The pair clamber back down to the base of the tower and rejoin Tails. Amidst the wreckage of the Apebot there is a glowing triangle. If Sonic wants to investigate it, turn to **179**. If he doesn't, turn to **119**.

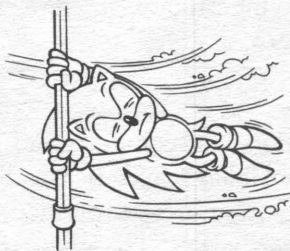
57

'Intruders! Intruders!' a computerized voice from a computer terminal blares and, before Sonic and Tails can do anything, they are surrounded by a clutch of lethal-looking laser-barrels. They have failed, and now it is Game Over!



58

Twisting the lens so that it is pointing at the two droids, Sonic zaps them with a beam of concentrated sunlight, frying their circuits and causing their casings to melt like ice-cream on a summer's day. Now, should Sonic leave the room immediately (turn to **156**), or should he smash the mirrors first, if he hasn't already done so (turn to **196**)?



59

As they continue on their way, Sonic can't help noticing that, with the Yeti destroyed, a thaw has set in and all the ice and snow are starting to melt. There is a loud grinding and a splintering sound, and the ground beneath their feet shifts. Looking down, they discover that they are standing on the frozen surface of a river which has now started to melt, leaving them on an isolated ice-floe, which is starting to drift downstream! The shore is some distance away, and they will have to jump from floe to floe if they are going to reach it in time. Pick a number between 1 and 6, then roll one dice. If the number you rolled matches the number you have picked, turn to **86**. If it doesn't, repeat the process twice more, again turning to **86** if the numbers match. If they never match, turn to **124**.

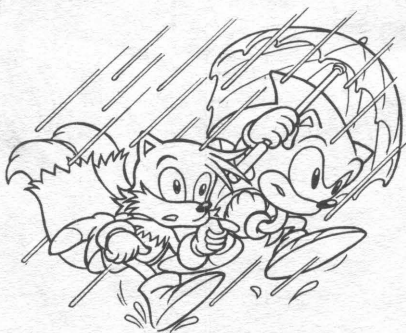
60

A bolt of energy sears too close to Sonic for comfort. He must lose all his rings (or a life). If it isn't Game Over for the heroic hedgehog, turn to **185** and continue the fight.

61

The hedgehog smashes into the door, which explodes outwards, but he has knocked himself senseless in the effort. He must lose all his rings (or a life). Sonic comes to with little hieroglyphics flying in a circle round his head and Tails peering down at him with an anxious look on his furry face.

'Woah,' Sonic declares, shaking his head groggily. 'Good job I've got a hard head! Come on, Tails. Still more to explore, so pick a door.' Should Tails choose the one to the left, if they haven't been there already (turn to **246**), the one at the end of the corridor (turn to **149**) — or should they now leave the pyramid (turn to **162**)?





62

As the floodwaters recede, Sonic is finally washed up on a riverbank downstream from the rapids. Lying around are eight gold rings, which he may take.

'Oh, there you are, Sonic.' He hears a familiar voice, followed by an equally familiar foxy face as Tails lands next to him after depositing Porker on the ground near by. 'You're all right then. For a minute we were worried about you back there.'

'Worried about *me*? Mobius's greatest, bestest, onliest hero?' Sonic mocks. 'Huh. I can look after myself. Come on, let's get out of here.'

Leaving Porker to tidy up his waterlogged cottage as best he can, and after promising to return as soon as they've got to the bottom of all this unpleasantness, Sonic and Tails set off again. They trudge for ages through the Emerald Hill Zone, which should now perhaps be renamed the Smelly Brown Zone, so thick and so pungent is the mud that covers everything. Without warning, two huge forms rise up out of the slime in front of our heroes. Dripping mud and weed, they look like Crabmeat Badniks, only much, much larger! Before Sonic can react, a red blur shoots past him and smashes into the robots. It's Knuckles, and he's just destroyed Sonic's intended targets! Turning to face the two stunned friends, Knuckles snaps, 'Huh! I haven't got time to hang around. I've got to find out what's going on!' With that, he speeds off into the distance.

63-64

'Bogus!' Sonic snarls. 'I'm not going to let that heinous, hairy ant-scoffer find out what's going on before I do. Come on, buddy!'

If the letters 'IR' mean anything to Sonic, turn to **292**.
If they do not, where do the two friends go next:

North?	Turn to 116
South?	Turn to 180
East?	Turn to 157

63

The landscape all around is orange and parched, more like the wasteland round Scrap Brain City than the lush Emerald Hill Zone. 'Water!' Tails croaks dramatically. 'I must have water!' Which way should they continue their search?

South?	Turn to 108
East?	Turn to 113
West?	Turn to 125

64

After a short distance Sonic and Tails find themselves at the entrance to a large chamber which has a domed ceiling. In the middle of the room, floating just below the ceiling, is a large grey cloud. On the far side of the room, two exits lead deeper into the Weather Egg. As soon as the heroic pair enter the chamber, the cloud starts to drop hot, wet rain on them! At the same time, four Badniks trundle into the room, ready to deal with the intruders. What will Sonic do?

Attack the Badniks?	Turn to 245
Go into a super spin?	Turn to 211
Run round the room to distract the Badniks?	Turn to 40
Run for one of the exits?	Turn to 26

65

To find out what's happening to the Emerald Hill Zone, Sonic and Tails are going to have to explore further afield. Should they head north (turn to **116**), south (turn to **180**), east (turn to **157**) or west (turn to **252**)?

66

The Badniks burst into rapturous applause and our two heroes take their bows. Some of the robots start throwing bunches of flowers on to the ice. 'Come on, let's get out of here while they still like us,' Sonic whispers.

'Aw! I want some of those beautiful flowers,' Tails complains. Should Sonic let him pick them up (turn to **267**) or should they run away (turn to **161**)?

67

At Sonic's final blow, the giant Octopus bursts apart at the seams, pieces of metal tentacle showering down into the water all round our heroes. Among the wreckage of the robot Sonic sees something glowing. If you think he should investigate, turn to **264**. Otherwise, turn to **123**.

68

'What ees ze meaning of zis?' the penguin demands. 'You must apologize zis very minute, or we will 'ave you clapped in ze irons!' Should Sonic apologize for his rudeness (turn to **226**) or prepare to fight (turn to **130**)?

69

Sonic soon finds himself surrounded by the Badniks, and he now has no choice but to fight them. Each has a rating of 6, and Sonic must fight using his Agility (plus 3 because Tails is helping). If he defeats them, turn to **81**.

70

Spinning his twin tails like propellers, Tails rises into the air, with Sonic hanging on for dear life. All the debris seems to be coming from the heart of the Chemical Plant Zone, so that is where the intrepid pair make for. Dodging as best he can, Sonic can't avoid all the pieces of broken pipe and other debris that are hurtling around; roll one dice and add that number to Sonic's hits. If that total is now 15 or more, turn to **222**. If it is still less than 15, turn to **164**.

71

'Hey, Tails, I've got an idea,' Sonic says as they speed along. 'No, it's a good one this time, honest. Eat these,' he adds, handing over several bananas. As they run, the heroic duo scoff down as many bananas as they can, tossing the empty skins over their shoulders. From behind them they soon hear the sound of Badniks

crashing to the ground. Add 1 minute to the time elapsed, then turn to **142**.

72

No matter which way Sonic runs, the Fog Frog manages to hop around and keep facing in his direction; it must have infra-red vision to help it navigate in the fog. Sonic won't be able to get behind it, so, instead, he'll have to attack it (turn to **200**) or try a super spin (turn to **219**).

73

Unfortunately the Apebot chooses this very moment to look up. As Sonic is falling like a bomb, the thing raises a giant paw and takes a swipe at the hedgehog. The fist connects, sending Sonic crashing to the ground at the base of the tower. He must lose all his rings (or a life). How will he get back up the tower? He could run up it (turn to **192**), or Tails could hover so that Sonic can throw things at the creature (turn to **35**).

74

Turning himself into a speeding blue blur, Sonic hurtles round the room, bouncing off computer banks and video screens. Panels fly open, revealing five gold rings (Sonic can quickly snatch these up). Although he misses the android, the various explosions he has caused make it look tarnished and dirty. Now it must fight, against Sonic's Good Looks (plus 3 because Tails is helping) with its rating reduced to 6. If Sonic and Tails win, turn to **244**.



75

Sonic is about to dash off after the Tails-stuffed snowball when the snowy ground in front of him rises up into a mound, out of which bursts a giant, snake-like robot head, closely followed by a segmented metal body. The Snowworm's head sways from side to side, then the metal monster darts towards the hedgehog. Does Sonic keep on running and try to escape from the worm (turn to 30), prepare to fight it (turn to 109) or try a super spin attack against it (turn to 181)?

76

Although they don't move a muscle, the scuttling Scorpion gets nearer and nearer until it grabs them in its metal pincers, pulling them out of the sand. Sonic must lose all his rings (or a life). Struggling in a pincer, Sonic gives the thing a mighty kick, and the surprised creature drops both him and Tails. Now Sonic is obviously going to have to fight the Scorpion, which has a rating of 9. Sonic must use his Speed to dodge the creature's pincers and laser-blasting sting (he may add 3 because Tails is helping). If Sonic is hit at any time, roll one dice. On a roll of 1 to 3, turn to 22. On 4 to 6, turn to 60. If Sonic beats the Scorpion, turn to 34.

77

As the scorched pair approach, a cheery polar bear pops up from behind the counter and smiles broadly. 'Customers at last! I knew this couldn't be such a bad spot, after all.'

'You mean, you're really real?' Tails asks suspiciously.

'Course I am. Trouble is, nobody believes it, so trade has been really slow,' the bear explains. 'You're the first today – and I'm so pleased to see you that you can each have a triple-fudge lime sundae and a giant-sized strawberry soda slushie on the house!' Sonic and Tails dance around in delight, then they set to, slurping down the proffered drinks. Soon the pair are feeling very much better (Sonic may regain a lost life, if he needs to).

Now they are fit enough to keep on exploring (turn to **108**). Alternatively, they may linger a moment longer and ask some questions, such as:

'What happened here?'	Turn to 53
'Have you seen Sally Acorn?'	Turn to 178
'What's with all this mad weather?'	Turn to 227

78

The two pals make a dash for it and are soon shivering under a nearby clump of trees. There is a blinding flash as another lightning-bolt shoots out of the cloud and comes to ground in a tree right next to Sonic and Tails! In an explosion of flame, the tree splits in half and topples forward. Roll on Sonic's Speed to beat a 9. If you make a roll, turn to **152**. If you fail, turn to **42**.

79

By some nifty manoeuvring Sonic manages to lure the fish into coming towards him from opposite directions.

At the last minute Sonic swerves out of their way, causing the Choppers to smash into each other. Both are totally wrecked. Breathing a sigh of relief, Sonic drifts on along the slowing river. Turn to **62**.

80

The two friends run along yet another gleaming metal corridor which curves round the outer edge of the Weather Egg. (Note that **1** more minute has sped by; if the total time elapsed is **10** minutes or more, turn to **224** immediately.) Soon the pair reach a closed door bearing the word 'Teleporter'.

'This is the place we want,' Sonic beams, pushing the door open. In the far corner of the room stands a large device that must be the teleporter. Standing next to a bank of computer screens and controls is a silver android. It is sleek and handsome for one of Robotnik's creations, and it doesn't seem to have noticed Sonic and Tails yet. What should Sonic do?

Run towards the teleporter?

Turn to **153**

Attack the android?

Turn to **271**

Try a super spin?

Turn to **29**

81

There are two exits: the one on the left (turn to **265**) and the one on the right (turn to **94**).



82

Raising his mighty fists, Knuckles prepares to resist Sonic's spin attack. Sonic must fight using his Coolness, against a rating of 7. If Knuckles hits Sonic, turn immediately to **168**. If Sonic wins, turn to **209**.

83

'Well, we can't stay here,' Sonic declares. 'We've got to sort out all this stupid weather!' Should he and Tails try to venture further into the zone against the wind (turn to **257**) or take to the air, with Tails carrying Sonic (turn to **70**)?

84

Sonic lies in a dazed heap at the feet of the victorious Knuckles. 'I'm going to find out what's going on around here so I can get back to my island,' the dreadlocked red dude declares, turning to go. 'Stay away from me, Sonic,' he adds warningly. 'If you cross me again, you'll really be for it!' With that, the echidna dashes off after the rapidly disappearing, Robotnik-shaped cloud.

Sonic eventually recovers enough to carry on. Should he follow Knuckles (turn to **171**) or set about trying to discover what's going on (turn to **65**)?

85

Tails flies off with Porker, making for the top of the cliffs and leaving Sonic being swept towards the rapids on Porker's house! Do you think our hero should stay on the roof (turn to **283**) or jump off and swim for it (turn to **214**)?

86

The ice flips over as Sonic and Tails leap on to it, depositing the pair in the rushing river. With a pounding roar, the icy stream drops over a waterfall and crashes down into a pool below. Sonic must lose all his rings (or a life). The hedgehog comes to, washed up on a soggy bank, and finds a similarly bedraggled Tails lying, panting, close by.

After a short rest, the pair are on their way once more. But which way should they go now (choose an area they haven't yet explored)?

East?

Turn to **157**

South?

Turn to **180**

West?

Turn to **252**

87

As he approaches the table, Sonic hears an ominous hissing and, looking around, he sees a large metal snake slithering towards him across the dusty floor. Sonic can attack the Snakebot (turn to **132**), try to distract it somehow (turn to **177**) or quickly leave the room and slam the door behind him (turn to **269**)





88

Sonic tumbles forward into the snow and keeps rolling, gathering snow with every revolution. Soon he is stuck inside a giant snowball of his own, bouncing along down the hillside! Sonic eventually comes to the bottom of the hill, and then he rolls a little way up the other side. The snowball does not get very far before it comes to a halt, then starts rolling back down again – straight at the Badniks. Trapped inside the snowball, Sonic hits the startled robots, knocking them in all directions. *Strike!* Feeling slightly dizzy, the hedgehog stumbles out of the snow. Turn to 21.

89

‘Time for a pit-stop,’ Sonic says, unstoppering the canister. ‘I’m really thirsty.’

‘Me, too,’ Tails agrees, and the two pause to take long swigs from the bottle. Before they know it the canister is empty, but their thirst has been quenched for the time being. Turn to 185.

90

Unable to work out which way he’s going in the thick fog, Sonic hits the ground head first. Whump! He must lose all his rings (or a life).

‘Thanks, Sonic,’ Joe Sushi says gratefully. ‘I could have hurt myself.’

‘Urrgh . . . don’t mention it,’ Sonic says, shaking his head groggily. ‘Listen, Joe, there’s hero stuff to be

done, so you stay here while we find out what's causing this fog.'

Several rings fell out of the tree's branches along with Joe, so Sonic quickly gathers them up (there are eighteen in all). Then he and Tails march boldly and heroically off into the thick fog. Soon, however, they have no idea where they are. Which way should they go?

Straight on?

To the left?

To the right?

Turn to **223**

Turn to **239**

Turn to **282**



With Foggy Froggy the Fog Frog destroyed, the mist is already beginning to thin and clear, revealing a damp but familiar landscape. 'Sonic, look over there, in

the distance,' Tails says, pointing. 'We're close to the Chemical Plant Zone. We *have* come a long way!' Is Sonic carrying Sally Acorn's scarf? If he is, turn to 3. Otherwise turn to 274.

92

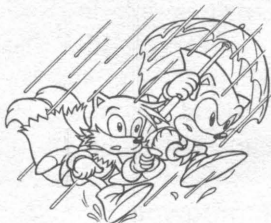
Sonic goes to make a heroic leap, but he slips and gets knocked off the ramp by the barrel. He lands in a heap at the base of the scaffolding and must lose all his rings (or a life). 'Time for a change of tactics,' Sonic decides. But will he get Tails to drop him on the ape (turn to 167) or throw things at it (turn to 35)?

93

Because it is so well made, Sonic must fight this opponent using his Good Looks (plus 3 because Tails is helping) against the android's rating of 8. If Sonic and Tails win, turn to 244.

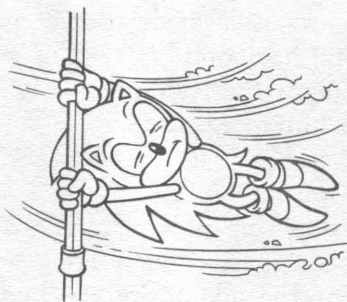
94

The corridor slopes up and up, curling round the edge of the Weather Egg. Eventually Sonic and Tails come to a door set in the side of the metal corridor. Should they open it (turn to 294) or keep on climbing up the corridor (turn to 156)?



95

Hanging motionless from a branch, Sonic waits, hardly daring to breathe. The Badniks are hovering right above him. He hears a plop as something falls into the water near by, then a muffled explosion which sends a great spray of water up into the air. Of course, Buzzers are also called Buzzbombers because of the powerful bombs they can drop. If Sonic stays here much longer, he might very well get hit himself. Should he now attack the Buzzers (turn to **5**), try a super spin attack against them (turn to **139**), drop into the floodwaters to escape (turn to **268**) or stay where he is (turn to **122**)?



96

Squirting the Octopus ink in Robotnik's direction, Sonic manages to cover the glass viewing-plate. Unable to see where it is going, the eggs-o-skeleton stumbles blindly round the room, leaving the way to the teleporter clear. Add 1 minute to the time elapsed. If the total time is now 10 minutes or more, turn to **224**. If it is less, turn to **300**.

97

Unable to free himself from the belt, Sonic is dragged into the snow-maker. The blades whirr and chop, and Sonic is deposited on the other side minus all his rings (or a life). Turn to **203**.

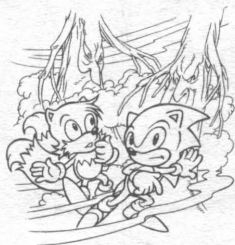
98

Roll against Sonic's Quick Wits, to beat an 8. If he succeeds, turn to **183**. If not, turn to **110**.

99

It is soon raining very hard and the two heroes are soaked to the skin. 'If this keeps up it'll soon be raining cats and dogs,' Tails announces glibly.

There is an almighty crash behind the pair, then they hear a robotic clanking which sounds like it is getting closer. Looking around in panic, they are confronted by a huge, snarling robot dog and a vicious metal cat which are advancing towards them. The animals pounce! Sonic must fight the robots using his Strength (add 3 because Tails is helping). The cat and dog each have a rating of 7. If the hedgehog and fox defeat the robots, turn to **291**.





100

The frozen darts hit Sonic and pin him against a wall of ice. He must lose all his rings (or a life). As Sonic is held, helpless, against the ice, the Yeti stomps towards him, then blasts him with a freezing blue ray emitted from its eyes. Turn to 43.

101

Each of the Choppers has a rating of 6, and Sonic must fight them using his Strength. If he beats the robot fish, turn to 62.

102

The circuit-board is covered in computer chips and has the letters 'TV' printed on it. 'So this must be robot number four. I wonder if that's four robots or four scorpions?'

'Why "four"?' Tails asks.

'Cause it says so here in Roamin' Roman numerals,' Sonic explains.

Now turn to 241.

103

Leaving the echidna lying in a heap on the walkway, Sonic and Tails hurry off in search of a way to get off the Weather Egg. Does Sonic have a triangular key? If he has, turn to 174; otherwise, turn to 41.

104

'Oh no, you don't!' Sonic commands, slapping his hand quickly across the fox's mouth. 'Watch what you're saying in future!' As the rain continues to pour down, the Robotnik-shaped cloud speeds up and flies away across the zone. 'Come on,' Sonic orders. 'This rain's getting stupider by the minute.' What should Sonic and Tails do now? Should they look for their friends (turn to **233**) or follow the cloud and try to find out what is going on (turn to **210**)?



105

Although the fog is very thick, Sonic does manage to spot three gold rings shining under a bush (he may take them). But in his haste to pick them up he has lost his sense of direction. Which way should he go now?

Left?
Right?
Straight ahead?

Turn to **232**
Turn to **173**
Turn to **239**

106

Fiddling with the controls at the base of the crystal-tipped rod, Sonic suddenly manages to make a freezing blue ray shoot out from it. It misses Robotnik and strikes the floor, covering it with a film of ice. As soon as the eggs-o-skeleton steps on to it, the machine slips and slides. As Robotnik struggles with the controls, the eggs-o-skeleton skids across the room, knocking Sonic off his feet, before ending up on its back. Sonic must lose all his rings (or a life). Robotnik, however, is pinned to the floor inside the broken device and cannot move. Add 1 minute to the time elapsed. If the total time is now 10 minutes or more, turn to **224**. If it is less, turn to **300**.



107

The two friends swing through the trees right up to the Octopus, then they attack simultaneously before it can grab either of them in its terrible tentacles. The Octopus has a rating of 9, and Sonic must fight with his Speed (plus 3 because Tails is helping). If he beats the robot monster, turn to 67.



108

As they plod through the sandy wastes, Sonic and Tails suddenly spy on the horizon a large pyramid, built from stone blocks. 'Woah!' Sonic exclaims. 'Where on Mobius did that come from?'

'I don't know,' Tails admits, 'but let's go and explore it. We might find the Treasure of the Fairies!'

'That's "Pharaohs", you dweeb!' Sonic sighs. Should the pair act on Tails' suggestion (turn to 137) or keep on moving (turn to 113)?

109

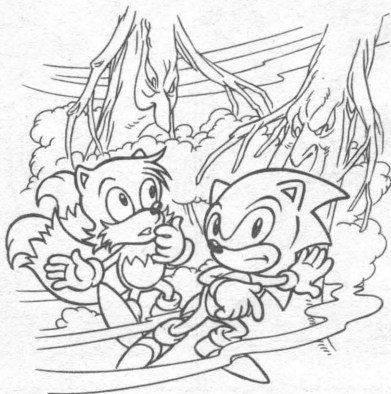
As the Snowworm snaps at Sonic, he dodges round it, trying to hit its body while avoiding the head. Sonic must fight using his Speed, against a rating of 8. If Sonic wins, turn to 55.

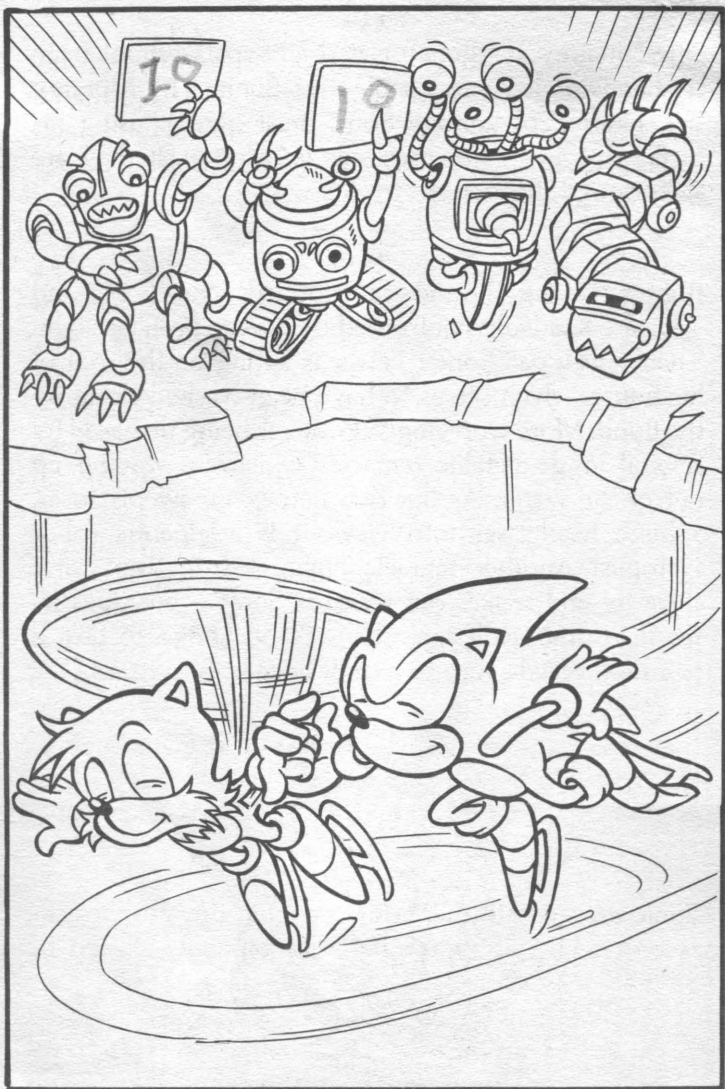
110

The Mummy staggers forward and sparks shoot from its hands as it swings a blow at Sonic. The Mummy has a rating of 10, and Sonic must fight it using his Strength (plus 3 because Tails is helping). If they are victorious, turn to **249**.

111

Bobbing along through the flooded zone, Sonic and Tails are suddenly confronted by a very peculiar sight. Their piggy pal, Porker Lewis, is sitting on the roof of his house, which seems to have been washed along by the flood. More worryingly, Porker is being menaced by several long, metallic tentacles which are waving up out of the water. As our two heroes are swept closer, a huge head rises into view: it is a gigantic robot Octopus! Another tentacle emerges from the water close by and snakes out towards Sonic – but does he see it in time? Roll against his Good Looks, to beat a 7. If he succeeds, turn to **218**. If he fails, turn to **284**.





112

'Just do as I do,' Sonic hisses under his breath, grabbing Tails. 'I have a really cunning plan.' The two friends start to skate around, arm in arm, performing a spectacular ice-dance routine that Orville and Spleen off the vids would be proud of. The Badniks watch in amazement. The pair finish with a perfectly executed triple-twist flip, to a huge round of applause. The Badniks, obviously getting into the spirit of things, hold up scores – but were the notoriously tough Badnik judges impressed enough? Roll six dice and add up the numbers. If the total is 24 or more, turn to 66. If it is not, turn to 33.

113

Sonic is beginning to wonder whether they have in fact wandered into a totally different zone. Then, in the distance, what looks like a giant sandcastle appears, and several dark shapes are coming out of it. As they get closer, the pair can see that they are a bunch of penguins, wearing funny hats, and each one is mounted on a clanking robot camel. When they get near enough, the leading penguin hails them in a silly voice: 'Allo! Oo are you, and what ees eet zat you are doing trespassing 'ere?'

Sonic doesn't like this bossy penguin's manner, or the fact that he spits when he talks; but how should he reply?

'None of your business, bird-brain!' Turn to 68
 'Sorry, didn't know we were trespassing.' Turn to 226

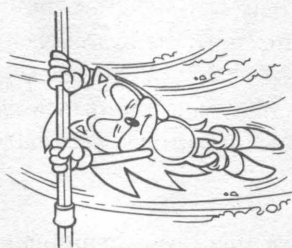
114

Although several of Sonic's makeshift missiles hit the ape, they don't seem to have any effect on it. Should Tails drop Sonic on the ape (turn to **167**) or should they land and approach the tower on foot (turn to **192**)?



115

The plank hits the water and the hedgehog follows it. Unable to swim against the strong current, Sonic is dragged along by the river. Roll one dice. On a roll of 1 to 3, turn to **129**. On 4 to 6, turn to **230**.



116

As the two friends trudge north across the hills, it starts to get noticeably colder and when they reach the brow of the next hill they find themselves looking across a snow-covered landscape! What is going on here?

'Blimey, this looks just like the Icecap Zone,' Sonic gasps. 'But I'm sure we haven't left Emerald Hill!'

'Cool!' Tails puns, frolicking in the snow. 'This is brilliant! But where did it come fr-aaaaagh!'

'What was that, buddy of mine?' Sonic asks, looking around. 'Tails?' The fox has vanished – but now a large snowball, with two orange tails hanging from it, can be seen rolling down the hillside! Should Sonic chase after his friend (turn to 75) or wait and see what happens (turn to 231)?



117

Sonic bounces off walls and ceiling in his attack, and he smashes one of the Coconuts. Unfortunately, he also smashes into his pal, Tails, sending him flying. Sonic must fight the remaining Coconut alone, using his Coolness against the robot's rating of 6. If he wins, turn to 83.

118

'Wooah!' Sonic yells as the root comes away in his hands. He hits the ground several metres below with an almighty thump, losing all his rings (or a life). Tails lands gently next to him and helps Sonic back to his feet. After a short pause, during which the three Tailses Sonic keeps seeing slowly fade back to the more usual one, the pair set off again into the fog. But which way?

To the left?

Turn to **232**

To the right?

Turn to **38**

Straight ahead?

Turn to **105**

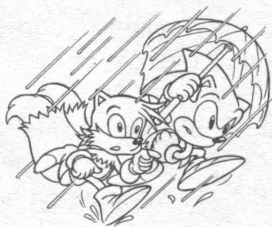
119

Sonic, Tails and Sally sit down in the middle of the pile of robot parts, to catch their breath. With the giant Apebot gone, the wind has dropped and the air is still. Everything is calm.

But not for long, because in the distance everyone can see a small red figure getting closer and closer. It's Knuckles and he has arrived just in time for Sonic to gloat. 'Hey, you dreadlocked red dweeb! Trust you to turn up when all the hard work's finished, you wuss!' he mocks. 'Where've you been? Hiding somewhere, I suppose, trying to wash that big yellow streak off your back, you big girl's blouse!'

Knuckles is furious. 'You're going to regret you said that, sport!' the echidna growls, his dreads shaking in anger and his enormous fists clenching so hard that his hands are turning white. Knuckles leaps at Sonic,

swinging his fists. The hedgehog just manages to duck the ferocious blow, then jumps at Knuckles. Sonic is trying to impress Sally with how cool and heroic he is, so he must fight against Knuckles using his Good Looks, to beat the echidna's rating of 7 (Tails will not join in). If Knuckles hits the hedgehog, turn immediately to **280**. If Sonic wins the scrap, turn to **225**.



120

Sonic ducks just in time, and the frozen darts fly harmlessly over his head. Suddenly a freezing blue ray shoots from the Yeti's eyes. The monster has a rating of 8 and Sonic must use his Good Looks to fight it (plus 3 because Tails is helping him), because its white fur helps to camouflage it against the snowy landscape. If Sonic is hit during the fight, roll one dice. On a roll of 1 to 3, he is struck and must lose all his rings (or a life); turn to **43**. On a roll of 4-6, the ray misses; turn to **199**. If Sonic beats the Yeti, turn to **255**.

121

Sonic hits the worm with enough force to send it reeling, but not hard enough to destroy it totally. Sonic must now fight, using his Speed, against a rating of 8. If Sonic wins, turn to **55**.

122

BOOM! The next bomb is right on target. Sonic must lose all his rings (or a life). He will have to act fast, as the Buzzers are upon him. Should he drop into the water to get away (turn to 268) or fight them (turn to 5)?

123

'Thanks, guys,' a very relieved Porker sighs, pulling his two rescuers on to the roof of his floating cottage.

'Don't mention it,' Sonic says proudly. 'All in a day's work for Mobius's greatest heroic hedgehog and his loyal sidekick. What's been going on here anyway?'

'Well, I think it all started after that Robotnik-shaped cloud appeared,' Porker explains. 'It just started raining, and it didn't stop until the whole place was flooded. I climbed on to the roof so as not to get washed away, but then my house came adrift and floated off down here. At one point I saw Sally Acorn being swept past me; she threw me her scarf to pull her to safety, but it snapped. She got carried off to the south, towards the Chemical Plant Zone,' Porker adds, handing Sonic a torn yellow scarf (write this down on his *Vital Statistics*).

'Then we must save her,' Sonic declares in a heroic voice. 'But first we must get out of here. I think the water level is going down a little.'

'Yes, Sonic,' Porker agrees, then, pointing up ahead, 'but we're drifting straight for those rapids!'

Sure enough, the house and its passengers are being swept towards a place where the rushing water passes between two steep cliffs where debris has dropped into its path. 'I could carry you off using my tails,' Tails offers, 'but there may not be enough time to do two trips.' This seems like a sensible option, but which one should Tails carry off in this way: Sonic (turn to **138**) or Porker (turn to **85**)?

124

The two heroes manage to negotiate the ice-floes and reach the riverbank safely. After a short rest, the pair are on their way once more. But which way should they go now (choose an area they haven't yet explored)?

East?
South?
West?

Turn to **157**
Turn to **180**
Turn to **252**





125

'Hey, look! Over there,' Tails pipes up, pointing at what looks like a fast food stall, standing in the middle of the desert and shimmering in the overheated air.

'Mirage, dude,' Sonic sighs. Should Sonic and Tails check it out anyway (turn to 77) or keep going in the hope of finding something more solid (turn to 195)?

126

With the welcoming committee well and truly stomped, and with Knuckles gone, it's time to explore further; but which door should Sonic and Tails use: the one to the left (turn to 229) or to the right (turn to 234)?

127

When Sonic regains his senses, Tails is shaking him furiously and squealing, 'Wake up, wake up! We've got to get out of here!' (Note that 2 more minutes have elapsed.) The hedgehog staggers groggily to his feet. Does Sonic have a triangular key? If he has, turn to 174; otherwise, turn to 41.

128

They dash for the door, but their way is blocked by a third Coconut. Sonic and Tails must fight all three. They each have a rating of 6 and, since Coconuts are cooler than the average Badniks, Sonic must fight the three of them using his Coolness (plus 3 because Tails is helping). If Sonic defeats them all, turn to 83.

129

The river soon divides, going in two different directions. One route carries on between the cliffs, but the other way heads into a dark cave – and this is the direction in which Sonic is being carried. The river rushes along through the caves, sending Sonic hurtling this way and that – it's like a really exciting funfair ride. The rocks round the hedgehog soon give way to ruined columns and arches; the caves must link up with the Aquatic Ruin Zone. As Sonic is carried along on the current, roll one dice. On a roll of 1 or 2, turn to **144**. On a roll of 3 or 4, turn to **279**. On a roll of 5 or 6, turn to **165**.



130

Jumping down from their metal camels, the penguins pull out funny-looking, curved little swords and advance on Sonic and Tails. Our heroes will have to knock out four penguins before they can escape. Each has a rating of 7, and Sonic must fight them all using his Agility (plus 3, as Tails is helping). If Sonic is hit and loses all his rings (or a life), cross them off, then turn immediately to **204**. If he and Tails defeat all four without getting a scratch, turn to **141**.

131

Sonic and Tails scurry away from the spooky voice, hurrying through the trees. Soon they are totally confused and can't even tell which way is north, everything looks much the same. Which way should they go?

Straight on?
To the left?
To the right?

Turn to **223**
Turn to **239**
Turn to **282**



132

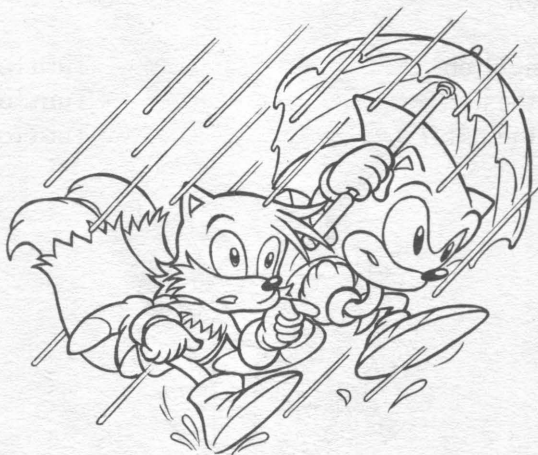
The Snakebot has a rating of 7, and Sonic must fight it using his Speed to dodge its fangs. If the heroic hedgehog beats the snake, turn to **148**.

133

The last robot collapses in a heap of transistors and short-circuiting connectors. Now, should Sonic leave the room immediately (turn to **156**), or should he smash the mirrors first, if he hasn't done so already (turn to **196**)?

134

Half buried in the mud are five gold rings! (Add them to Sonic's *Vital Statistics*.) Pleased with his find, Sonic is spurred into looking for his friends. Turn to 233.



135

There is no doubt about it: this part of the Emerald Hill Zone has now turned into a scorching desert. 'Blimey, but I'm gasping for a long, cool drink,' Tails pants.

'Try not to think about it, little buddy,' Sonic advises. 'Try not to think about ice-cold cola . . . on the rocks . . . condensation dripping down the sides of the tall, chilled glass . . . Just try not to —'

'That's not helping, Sonic!' Tails snaps.

The pair trudge on through the heat haze, but which way?

South?

East?

West?

Turn to **125**

Turn to **160**

Turn to **195**

136

Sonic is now under the second laser. Roll one dice again. This time, on a roll of 2, turn to **18**. On anything else, turn to **176**.





137

In one wall of the large pyramid is a dark opening. Stepping cautiously inside, Sonic and Tails descend a flight of steps and find themselves in a short corridor. Three stone doors lead off from the passage, the one at the far end having a strange picture carved over it. 'Ah-ha!' says Sonic knowledgeably, peering at the carvings. 'Hieroglyphics.'

'Bless you!' Tails replies traditionally.

Where should the pair explore first? Through the door to the left (turn to **246**), the door to the right (turn to **191**) or the door directly ahead that bears the hieroglyphics (turn to **149**)?

138

Tails lands on the top of one of the cliffs and deposits Sonic safely. 'Help me!' Porker's voice comes from below. 'I'm going to hit the rocks!'

'Uh-oh!' Sonic looks at Tails with a guilty expression. 'I suppose I'll have to go after Porker now . . . unless, er, you, er, you couldn't, well, fly down and . . .'

'No chance. I'm exhausted after lifting you all the way up here. You really should cut down on all those pizzas and full-cream chocolate milk-shakes, you know,' Tails protests.

'Never mind that now. Porker's in trouble – again!' With that, Sonic dives off the cliff into the rushing

139-141

water. When he surfaces again, he sees that he has already been carried past Porker's house, which has become wedged between some rocks so that his piggy pal is safe for the moment. Sonic, however, is dragged along by the river, unable either to control his direction or to swim against the current. Roll one dice. On a roll of 1 to 4, turn to **129**. On 5 or 6, turn to **230**.

139

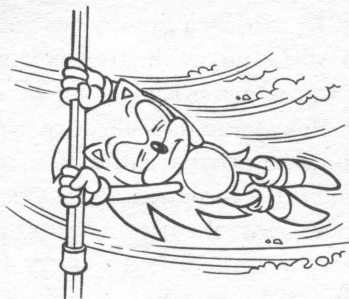
Swinging round and round on the branch, Sonic builds up momentum, then lets go. The hedgehog hurtles into the air, flying between the trees, and crashes into two Buzzers, smashing them to pieces. Sonic lands on top of another tree, only to find another pair of Badniks waiting for him. He must fight them using his Agility, against ratings of 5 each. If he beats the flying robots, turn to **37**. If Sonic is hit more than once, turn to **268**.

140

The hedgehog sets off at a gallop down the steep hillside, following the path of Tails' snowball and dodging the Badniks' bullets at the same time. As he speeds along between icicle-laden trees and boulders, he does not spot the tree-root that lies, hidden, just beneath the snow. Whoops! Roll one dice. On a roll of 1 to 3, turn to **217**. On a roll of 4 to 6, turn to **88**.

141

'Come on!' Sonic shouts to Tails. 'Run for it!' Leaving their opponents bruised and battered, the two friends race away from the penguins. Soon they are far away, running through the dune. Turn to **235**.



142

Dashing through the door marked 'Teleporter', Sonic and Tails clamber over the broken bits of android to the computer controls and thrust the triangular key into its socket. (Add 1 minute to the time elapsed; if the total time is now 10 minutes or more, turn immediately to **224**.) As the teleporter hums into life, Sonic looks up in horror and sees a strange, mechanical, robot-like contraption step between it and them. It looks like a large metal egg with robotic arms and legs. Through a glass plate in the front Sonic can see the leering features of his nemesis, Dr Robotnik!

'You won't escape me this time, vermin! Ah ha ha ha haaa!' the mad scientist roars. Pushing a control, he sends his eggs-o-skeleton stomping towards Sonic and Tails. Our heroes will have to fight, but how? Should Sonic:

Attack Robotnik?

Try a super spin attack?

Use something?

Turn to **170**

Turn to **8**

Turn to **49**

143

'Oi! Ugly! Yeah, you with the pincers on!' Sonic shouts at the top of his voice. 'Over here, you useless bag of bolts.' Next to him, Tails sticks out his tongue and blows a loud raspberry at the Scorpion. The robot pauses, its bulbous, computerized eyes glowing red with annoyance. Then it raises its sting and lets loose a blast of laser fire, but it is so angry that it misses, only managing to blow Sonic and Tails free of their sandy restraints. Sonic is obviously going to have to fight the Scorpion, which has a rating of 9. Sonic must use his Speed to dodge the creature's pincers and laser-blasting sting (he may add 3 because Tails is helping). If Sonic is hit at any time, roll one dice. On a roll of 1 to 3, turn to 22. On 4 to 6, turn to 60. If Sonic beats the Scorpion without being hit, turn to 34.



144

Sonic passes through a cave-like section and is able to grab two gold rings hanging from stalactites above him. If Sonic has made three rolls, turn to 44. If not, return to 129 and roll again.

145

'Hey! What's that up ahead?' Sonic says, peering into the gloom. In the foggy distance they can just make out two yellow lights which are blinking on and off irregularly. 'Oh no, Flashers!' Sonic cries – but it's too late: the two robotic fireflies have spotted them and are buzzing into the attack. Each has a rating of 7, and Sonic must fight them one at a time using his Speed (plus 3 because Tails is helping). If the Badniks get beaten, turn to 173.



146

Does Sonic also possess a battery power pack? If he does, turn to 172; otherwise, turn to 184.

147

Holding on to Tails with one arm, Sonic sticks out the other, grabs a nearby steel pipe and hangs on for dear life. When the gust has passed, Tails is able to set off again. Turn to 263.

148

On the table are twelve gold rings altogether, and Sonic can take them, before darting back out of the room and slamming the door. Turn to 269.



149

Sonic and Tails push together to open the heavy stone door – and gasp aloud at the sight which greets them inside. They are in a magnificently decorated tomb. The walls are covered either in paintings of strange creatures or more of the funny picture-writing. At the far end of the chamber stands a large stone sarcophagus, painted to look like an ancient pharaoh. As the two intrepid explorers enter the room, the tomb lid creaks open and out of it shambles a bandage-wrapped Mummybot, its arms outstretched to grab them! What do Sonic and Tails do now: make a run for it (turn to 162) or stand and fight (turn to 98)?

150

Sonic types in the full name of his arch-enemy and presses 'Enter'. After a few anxious seconds, the message 'PASSWORD ACCEPTED' flashes up on the screen. 'Awesome!' Sonic yells, giving Tails a celebratory high-five. 'Now all I have to do is reprogram this thing.' His blue fingers fly across the keys.

'Sonic, are you sure you know what you're doing?' Tails asks anxiously, peering at the screen.

'Sure. It's just like the bit in *Death Droidz* where you have to reprogram all the Killer Bug-bots from –'

'SELF DESTRUCT IN T MINUS TEN MINUTES,' says an emotionless computerized voice from all round them.

'Mind you, I haven't worked out how to get past that bit yet,' Sonic says with a shrug. 'Let's get out of here!' (From this point onwards, it is vital that you keep a careful track of the time it takes Sonic and Tails to leave the Weather Egg.) As Sonic is turning to leave, he spots a large, glowing, green jewel that is sitting on top of the computer: a Chaos Emerald. It must be powering the computer, and hence the entire Weather Egg. It is the work of only a few seconds for Sonic to leap up and grab it but, as he lands back on the walkway again, his way is barred by a large, red-dreaded echidna.

'Hand it over, hedgehog,' Knuckles snarls. 'You know Robotnik stole that from my floating island.' Should Sonic hand over his prize to his rival (turn to **205**) or refuse (turn to **293**)?

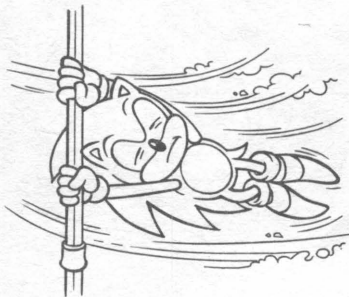


151

Fumbling with the laser's controls, Sonic suddenly produces a beam of bright red light, which hits the ice holding Tails, turning it to water! 'Th-th-thanks, bu-bu-bu-bu-bu- pal,' the fox shivers. Lying in the water are six gold rings, which Sonic can take. Now it's time to go; turn to 59.

152

Sonic hurtles out of the shelter of the trees just in time, grabbing Tails by the hand and pulling him away from the falling tree. As it hits the ground, five gold rings fall out of its branches; Sonic can take them (write them down on his *Vital Statistics*). Turn to 99.



153

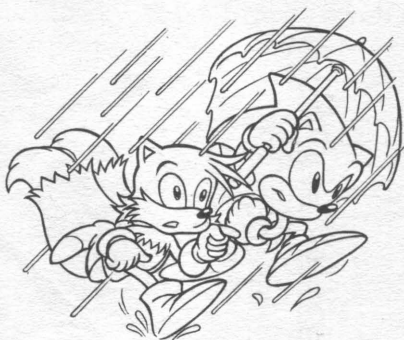
Racing across to the teleporter, Sonic and Tails both jump on to a disc marked with a cross which is set in the floor below the device's massive teleport ray generator – but nothing happens. 'It must be controlled from that computer bank,' Sonic realizes. (Note that 1 more minute has gone by; if the total time elapsed is 10 minutes or more, turn to 224 immediately.)

154-155

'Who said that?' the android growls, turning around. 'Sonic the Hedgehog! Arch-enemy of the great Dr Robotnik and public menace number one to all Badniks! I must attack.' The android is between the friends and the door now, so Sonic must fight (turn to **271**) or try a super spin (turn to **29**).

154

'You must be joking!' Tails laughs. 'I couldn't carry him down! He's way too heavy.' So, Sonic will have to try something else: improvising a see-saw (turn to **201**) or knocking the tree down (turn to **45**).



155

Unfortunately, this puts Sonic directly in line with the super-hot beam. The hedgehog yelps in dismay as it singes his spines; Sonic must lose all his rings (or a life). Should Sonic now try to manoeuvre the lens, using the other side (turn to **58**), smash the mirrors (turn to **221**) or stand his ground against the red droids' attack (turn to **32**)?

156

Hurrying from the room, Sonic and Tails proceed onward and upward. The corridor comes to an end when it reaches a rectangular room which houses a huge coil, powered by clusters of gold rings. Sparks of raw electricity leap between the rings: this must surely be the Weather Egg's lightning accelerator. On the far side of the room is another corridor. Sonic gazes at all the gold rings and tries to imagine how fast he would be if he had them all. If you think he should try to take the rings, turn to **190**. If Sonic and Tails should ignore them and hurry on, turn to **262**.

157

Shuffling through the desolate zone, Sonic and Tails suddenly become aware that it is growing distinctly foggy. The further east they walk, the denser the mist gets. Soon they can barely see each other in the thick, misty gloom. 'Stick close, Tails,' Sonic advises. 'We don't want to get separated in this pea-souper.'

Tails looks as if he is about to reply – probably to make some dopey joke about pea soup, no doubt – but then he pauses and looks around. 'What was that?' he shivers.

'What was what?' Sonic asks. 'I didn't hear anything.'

'That extremely loud and obvious, spooky noise. Listen.'

Sonic stops in his tracks and cocks his head to one

158-159

side, pretending to humour his barmy little buddy. But then from far away comes a faint, wavering voice. 'Hlllp meee . . . hlllp . . .' Tails was right! Roll against Sonic's Coolness, to beat an 8. If he succeeds, turn to 273. If he fails, turn to 131.

158

Swinging from branch to branch, Sonic starts to make his way across the zone, followed by his foxy friend, who is flying, using his twin tails like a helicopter. Hanging from the branches are a number of gold rings. As Sonic progresses through the leafy canopies he can try to collect these. Roll one dice and add 4: this is the total number of gold rings Sonic finds.

The pair suddenly become aware of a whining, humming noise coming from ahead of them. A pair of Robotnik's Buzzers, evil Badnik robots, are hovering there. Sonic is moving directly towards them, and any second now they'll be sure to spot him and Tails. What should he do? Should Sonic prepare to fight the Buzzers (turn to 5), take cover under the leaves in the hope that he won't be spotted (turn to 95), drop into the water and swim away (turn to 268), or try a super spin attack against the robot baddies (turn to 139)?

159

One of the limpets' bombs hits Sonic and explodes, causing him to lose all his rings (or a life). Turn to 27.

160

With each step, Sonic's trainers sink deeper into the sand, and he is beginning to feel dizzy from the heat. Poking out of a nearby sand-dune are two gold rings, which Tails collects for Sonic. Which way now?

West?

Turn to **195**

East?

Turn to **108**

South?

Turn to **125**

161

While the robots are distracted, Sonic breaks through their line, dragging Tails behind him. After a few moments, the dim-witted Badniks realize what has happened – but by then the two friends are well away. Eventually, with no sign that the Badniks are following them, Sonic and Tails stop to rest by a steep wall of ice. Suddenly a huge, shaggy, white shape appears in front of them, as if out of nowhere.

'Boo!' it says, rather unnecessarily.

'Waaargh!' Sonic and Tails yelp. The Yeti raises a paw and, without warning, fires its claws at the pair. Roll against Sonic's Agility, to beat a 6. If he succeeds, turn to **120**. If he fails, turn to **100**.





162

Outside the pyramid, Sonic and Tails waste no more time but set off again across the desert. Sonic is beginning to wonder whether they have wandered into a totally different zone. Then, in the distance, appears what looks like a giant sandcastle, and from out of it several dark shapes are coming. As they get closer, the pair see that they are a bunch of penguins wearing funny hats, each mounted on a clanking robot camel. When they get near enough, the leading penguin hails them in a silly voice: 'Allo! Oo are you, and what ees eet zat you are doing trespassing 'ere?'

Sonic doesn't like this bossy penguin's manner, or the fact that he spits when he talks; but how should he reply?

'None of your business, bird-brain!' Turn to **68**
 'Sorry, didn't know we were trespassing.' Turn to **226**

163

Sonic quickly throws one end of the roll of Mummy's bandages up over the top of the cliff and calls to Tails to pull him up. The little fox isn't very strong, but eventually he manages to hoist the hedgehog back to the relative safety of the clifftop. 'Maybe this direction isn't so hot,' Sonic admits. So should they head straight on instead (turn to **223**) or to the right (turn to **282**)?

164

Without warning, a huge gust of wind catches Tails and blows him backwards. Roll against Sonic's Quick

165-167

Wits, to beat a 6. If he succeeds, turn to **147**. If he fails, turn to **247**.



165

As Sonic is swept past crumbling, half-submerged columns, he is able to snatch five gold rings hanging from them. If Sonic has made three rolls, turn to **44**. If not, return to **129** and roll again.

166

Seeing a superhero hedgehog making for their precious machines, the Badniks leap to defend them, blocking Sonic's path. The hedgehog must choose between the Badniks (turn to **248**) and their snowy leader (turn to **203**).

167

Flapping with all his might, Tails battles against the wind to get into the right position. When he is directly above the ape, Tails yells, 'Bombs away!' and lets go of Sonic. Roll one dice. On a roll of 1 to 3, turn to **213**. On 4 to 6, turn to **73**.

168

Sonic must lose all his rings (or a life). 'How many times do I have to tell you, you great steaming dag? Keep out of my way!' Knuckles spits, then adds, half to himself, 'There's a Chaos Emerald powering this place, I'll bet.'

Wasting no more time with Sonic, Knuckles dashes away through the left-hand door. As he leaves, the door to the right hums open and three peculiar Badniks glide into the chamber. They look like metal footballs and are circled by smaller, spiked spheres. They are Orbinauts and they mean Sonic and Tails harm. They will try to trap their opponents between two of them, so Sonic must fight using his Quick Wits (plus 3 because Tails is helping). Each Orbinaut has a rating of 6. If Sonic defeats them all, turn to 126.

169

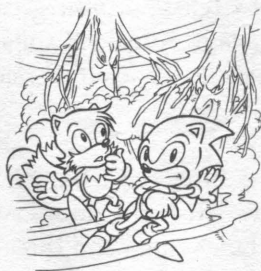
Sonic lowers his head and runs straight at the block. He hits it, cracking the ice but knocking himself out (cross off all his rings or a life). By the time he comes round, Tails has managed to free himself from the block of ice. Also frozen in the ice were six gold rings, which Sonic can take. Turn to 59.

170

Inside the eggs-o-skeleton, Robotnik's strength is greatly enhanced, giving him a rating of 12! Sonic must fight using his Strength (plus 3 because Tails is helping). If the daring duo defeat the revolting Robotnik, add 1 minute to the time elapsed. If the total time

171-172

is now 10 minutes or more, turn to **224**. If it is less, turn to **300**.



171

Using all his fabled speed, Sonic eventually catches up with his rival. 'Not you again!' Knuckles exclaims as the hedgehog races up.

'Yeah, me again!' Sonic retorts wittily. 'No one gets the better of Sonic the Hedgehog, especially not a stupid red ant-scoffer with girly hair!'

'Why, I ought to -' Knuckles splutters, and then the two are at each other's throats again. This time Sonic uses his Speed to fight Knuckles, who this time has a rating of 8. If Knuckles wins again, turn to **187**. If Sonic triumphs this time, turn to **17**.

172

Fortunately Sonic is able to improvise his own light-sabre. Turning the laser on, Sonic tunes it in so that a beam of blue light emerges like the blade of a sword. 'You know, I'm sure I saw this in a vid once,' Sonic mutters to himself as he advances on the snuffling

scientist. Sweeping their crackling weapons around in arcs, the two arch-enemies prepare for their duel. Balanced on the precarious walkway, Sonic must fight using his Agility against Robotnik, who has a rating of 8. (Tails cannot help this time.) If Sonic beats Robotnik, turn to **275**.

173

Suddenly they hear a loud, booming croaking sound up ahead, and out of the gloom hops a seriously huge, toad-like, robot creature. It croaks again and a huge cloud of mist and fog belches out of its cavernous mouth. Decals on its head reveal that this is Foggy Froggy, the Fog Frog! Once again it appears that Sonic is going to have to stop rotten Robotnik's devious device – but how?

Attack it?

Turn to **200**

Try a super spin?

Turn to **219**

Sneak around, hidden by the fog,
and attack it from behind?

Turn to **72**

174

Remembering the teleport room, Sonic and Tails speed off along the corridors. (Add 2 minutes to the time elapsed.) Hearing the sound of clanking footsteps behind them, Sonic glances back, to discover that the two of them are being pursued by a motley bunch of Badniks. Sonic is not at all sure that he and Tails will be able to outrun them and look for the teleport room at the same time. If he has some bananas, turn to **71**. If he hasn't, turn to **251**.



175

Forging ahead in the direction of the voice, and with a nervous Tails scurrying along behind him, Sonic almost walks slap bang into a tree that looms out of the fog. 'Heinous! That was close,' he says, with his nose just millimetres from the trunk.

'Sonic? Sonic, is that you?' comes a plaintive voice from directly above. 'It's me, Joe – Joe Sushi. I'm stuck up in this tree.'

The pair peer up and can just make out a large grey shape among the darker branches. 'How on Mobius did you get all the way up there?' Sonic asks incredulously.

'Well, this weird cloud that looked just like Dr Robotnik floated over the zone,' the walrus shouts down. 'It was followed by a whirlwind that picked me up and, when it stopped again, dumped me in this tree. Can you get me down now, please?'

'Sure, no problem, buddy,' Sonic yells up, and adds under his breath, 'just as soon as I've figured out how ...'

Can you help? How should Sonic get Joe down from the tree?

Ask Tails to fly him down?

Improvise a see-saw?

Knock the tree down?

Turn to **154**

Turn to **201**

Turn to **45**

176

Keep on rolling for each of the remaining six lasers. If you roll the same number as the laser, turn to **18**. If you do not, roll for the next, and so on. If Sonic and Tails manage to avoid all six lasers, turn to **259**.



177

Sonic has a brainwave: if he starts dancing, and does all of his drop-dead coolest moves, he just might be able to charm this snake. Without another thought, Sonic leaps into action. Roll on his Coolness, to beat a 7. If he succeeds, turn to **31**. If he fails, turn to **48**.

178

'Nope, no squirrels passed by here today. I would have remembered,' the bear says doubtfully. 'I did see some penguins earlier, off to the east, but that's not the same as squirrels, is it?'

Now what will Sonic do?

Ask what happened to the zone?

Turn to 53

Ask the bear what he thinks is
causing the odd weather?

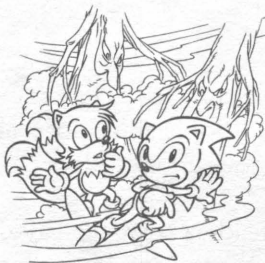
Turn to 227

Leave here and continue exploring?

Turn to 108

179

The triangle looks like part of a computer circuit-board; it is covered in chips and diodes and has the letters 'KO' embossed on its other side. 'Well, that's only fair. It almost knocked *me* out,' Sonic chuckles. Turn to 119.



180

Walking south, Sonic and Tails can see that, rather than being wet after all the bad weather, this part of the zone is quite warm and dry – and it seems to be

181-182

getting warmer and drier by the minute. 'Come on, Tails,' Sonic says. 'We've got a lot of ground to cover if we are going to find our friends and get to the bottom of all this.' In which direction will our heroes explore first?

Westwards?
Eastwards?
Straight on?

Turn to **28**
Turn to **258**
Turn to **277**



181

Sonic, barely visible inside a speeding blue blur, shoots forward at the robotic worm. Roll against Sonic's Strength, to beat an 8. If he succeeds, turn to **55**. If he fails, turn to **121**.

182

Where can they run to? They're surrounded! The Badniks open fire. Sonic must lose all his rings (or a life). Everything goes a fuzzy black . . .

Sonic comes to inside a large ice-cave. There is no sign of the Badniks, thank goodness, but Tails is lying, unconscious, next to him; however, after a good deal of prodding and shaking from Sonic, he comes round.

'Where are we, Sonic?' Tails asks feebly.

'No idea, little dude. Perhaps we should stick our heads outside and take a look.' Just as the pair step outside, a huge, shaggy, white shape appears in front of them, as if out of nowhere.

'Boo!' it says, totally unnecessarily.

'Waaargh!' Sonic and Tails yelp musically. The Yeti raises one paw and, without warning, fires its claws at the pair. Roll against Sonic's Agility, to beat a 6. If he succeeds, turn to **120**. If he fails, turn to **100**.

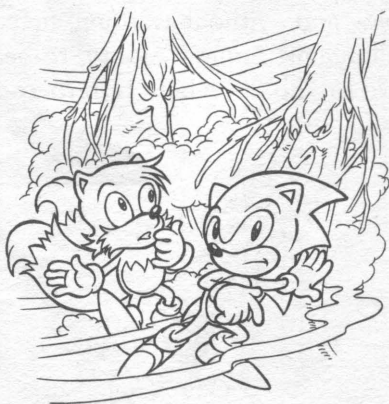


183

As the Mummy staggers forward, Sonic spots a loose strip of bandage flapping round the thing's knees. Ducking under the Mummy's flailing arms, Sonic grabs hold of the wrapping and keeps running. The Mummy starts to spin round very fast. Soon Sonic has unwound all of the bandages – revealing that there is nothing inside them! The Mummy is no more. (Sonic can take the bandages if he wants to.) Turn to **249**.

184

Without a light-sabre to defend himself, Sonic is going to be hard pressed to defeat the egg-crazed lunatic advancing on him. Balanced on the precarious walkway, Sonic must fight using his Agility, minus 2 points, against Robotnik, who has a rating of 8. (Tails cannot help this time.) If Sonic beats Robotnik, turn to 275.

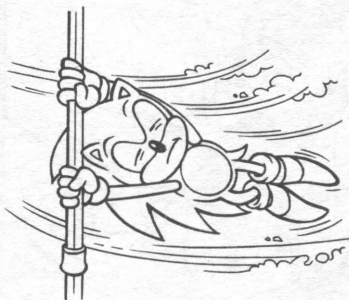


185

Hearing an ominous clicking sound, Sonic looks up — to see a huge robot Scorpion scuttling towards the pair, snapping its metal claws menacingly. Where its sting should be hangs a large, glowing laser-gun. Sonic is obviously going to have to fight the Scorpion, which has a rating of 9. Sonic must use his Speed to dodge the creature's pincers and laser-blasting sting (he may add 3 because Tails is helping). If Sonic is hit at any time, roll one dice. On a roll of 1 to 3, turn to 22. On 4 to 6, turn to 60. If Sonic beats the Scorpion, turn to 34.

186

'Hold on a sec!' Sonic says, holding up his hand. 'This will take us back to Mobius – which is all very well, but there's still the matter of a certain large, annoying, egg-obsessed supervillain by the name of Robotnik who needs a darn good bashing before the day is out! Only a real cowardy-custard like Knuckles would sneak off before the job was done!' Turn to **229**.



187

'You won't take a hint, will you?' Knuckles sneers. 'How many times do I have to tell you? LEAVE ME ALONE!' Turning on his heels, the echidna speeds away.

'Come on, Sonic,' Tails pleads. 'Forget about him. We've got to help our friends.'

To find out what's happening to the Emerald Hill Zone, Sonic and Tails are going to have to explore further afield. Should they head north (turn to **116**), south (turn to **180**), east (turn to **157**) or west (turn to **252**)?



188

Sonic takes another step forward – and there is nothing beneath his feet! As he falls, Sonic throws out his hands and manages to grab a tree-root that is protruding from the sheer cliff-face. Just as he is about to allow himself a sigh of relief, the root starts pulling free of the cliff. Does Sonic have any old bandages? If he has, turn to **163**. If he hasn't, turn to **118**.

189

A barrel hits Sonic square on, knocking him flat. He must lose all his rings (or a life). 'Maybe this isn't such a good idea after all,' the hedgehog decides. Should he and Tails seek shelter, if they haven't done so already (turn to **242**), or should they take to the air, with Tails carrying Sonic (turn to **70**)?

190

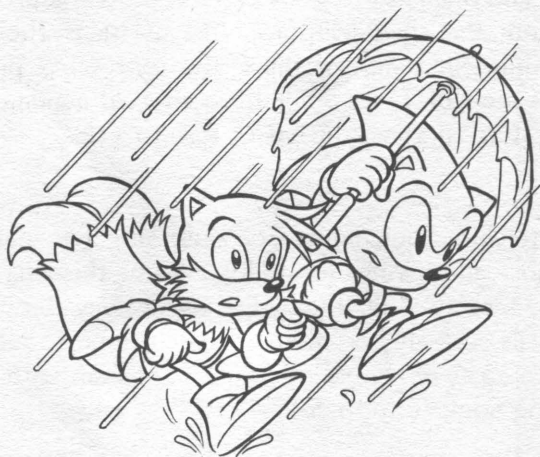
If Sonic has some old Mummy's bandages that he could wrap round his hands first, and you think he should try this, turn to **207**. Otherwise, turn to **250**.

191

The daring duo step into an empty room, which is featureless save for a sand-covered floor. 'Aw, empty!' Tails complains.

'There might be something buried under all that sand,' Sonic points out. If the hedgehog wants to stay and search properly, turn to **276**. If not, he and Tails can leave and go through the door to the left, if they have

not done so already (turn to **246**) or the one straight ahead (turn to **149**).



192

Reaching the base of the tower, Sonic starts to run up the various ramps and ladders that have been built into the scaffolding, in an attempt to get up to the overgrown Coconut. He hears a clang from above him and looks up to see a barrel dropping, rolling down the ramps towards him. 'I guess King Pong has spotted us!' Sonic declares as a second and then a third barrel drops down. 'You know, I'm sure I've played this game before,' he adds as he prepares to leap over the first barrel. Sonic must roll against his Speed, to beat a 6 three times. If he succeeds every time, turn to **15**. If he is hit by a barrel, turn to **92**.

193

'I do not know what it is zat you are saying. Zis 'as always been desert 'ere; zis is ze Desert Zone.'

Sonic had been right: the new desert that now covers part of the Emerald Hill Zone does link up with another zone. If Sonic doesn't want to ask any more questions, turn to **52**. If he does, will he ask:

'Have you seen Sally Acorn?'

Turn to **260**

'How do we get out of this desert?'

Turn to **2**



194

Sonic aims the crystal-tipped rod at the water round the Octopus and fires. Absolutely nothing happens – perhaps there's too much water for it to freeze. Sonic will have to try something else. Should he swing through the trees towards the Octopus (turn to **107**), jump into the water to attack it (turn to **290**) or get Tails to fly, using his tails, and carry him to fight the creature (turn to **14**)?

195

The heat is unbearable. Sonic suddenly collapses in a heap and must lose one life (regardless of any rings he may have). If it's not Game Over, turn to 113.

196

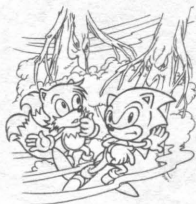
The heroic hedgehog hurtles round the room in a rush of blue spines. There is a cacophony of breaking glass and soon there isn't a single mirror left intact. In the course of all this mayhem Sonic uncovers twelve gold rings and a Shield power-up (the very next time Sonic must lose all his rings or a life, he can ignore the instruction). Turn to 156.

197

Sonic successfully steers round every obstacle until he comes to a halt at the bottom of the hill. Close by, Tails is lying against a tree among the broken remains of his snowball. Sonic doesn't waste time on sympathy: 'Hey, stupid, don't just sit there like a doofus! We've got Badniks to bash!' With that, the robots are upon them. There are five Badniks, each with a rating of 7, and Sonic must fight them one at a time, using his Speed. Tails does not join in the fight; instead, he helps out by throwing snowballs at the robots. At the start of each fight, roll one dice. On a 6, Tails hits the Badnik and knocks it apart, so Sonic can move on to the next one. If Sonic and Tails win, they find seven gold rings lying amidst the broken Badniks, then they trudge on through the snow.

After a long walk, the two heroes come to a frozen

pond. The ice looks so inviting that the temptation is too great – and soon the pair are skating around on it, having tremendous fun. Lost in their own private world, they are surprised, to say the least, when they hear a discreet electronic coughing sound, and they look up – to find that they are surrounded by more gun-toting Badniks. Should Sonic and Tails make a run for it (turn to **182**) or try something else (turn to **112**)?



198

Although he is wearing his super-sneakers, Sonic slips down and slides across the floor in a sitting position, slamming into the far wall of the chamber half upside down. He must lose all his rings (but he does not have to lose a life if he has none). The Badniks are still advancing on him and Tails, so what should he try now?

Attack them?

Turn to **245**

Keep the robots distracted?

Turn to **40**

Run for one of the exits?

Turn to **26**

199

The freezing blue ray hits Tails, who is instantly imprisoned inside a large block of ice! Sonic must fight on without his chum's assistance (so no 3-point bonus). If Sonic beats the monster, turn to **255**. If the Yeti hits the hedgehog, turn to **43**.



200

The Fog Frog hops towards Sonic, trying to squash him under its feet. As a result, Sonic will have to fight this battle using his Agility score (plus 3 because Tails is helping), to beat the robot's rating of 10. If Sonic wins, at his final blow the Fog Frog disintegrates into a pile of spare parts, with a weird, glowing device at their centre. If Sonic decides to take a closer look, turn to 236. Otherwise, turn to 91.

201

The whirlwind must also have strewn masses of debris across the zone, because it doesn't take Sonic very long to find a plank of wood and a round log with which to construct an impromptu see-saw. Sonic positions the device next to the tree and stands on the further end. 'OK, Joe,' he shouts up at the walrus. 'You jump down on to the other end of this, and my weight going up should slow the impact of yours coming down . . . I think.'

Joe seems unsure whether this barmy scheme will have a happy outcome, but he's game enough. 'Very well. Here I come,' the walrus warns. Joe hits the see-saw and launches Sonic, spinning, up into the fog! Roll against Sonic's Agility, to beat a 6. If he succeeds, turn to 297. If he fails, turn to 90.

202

Sonic starts fumbling at the knots securing Sally to the tower. The squirrel glances over his shoulder and, with a look of terror widening her eyes, she screams, 'Sonic! Behind you! Look out!'

The hedgehog spins around just in time to see – and feel – the ape’s giant fist smash into him with so much force that he is sent flying from the tower. Far below, Sonic hits the ground very hard indeed! He must lose all his rings (or a life). How will he get back up the tower? He could run up it (turn to **192**), or Tails could drop him on the ape (turn to **167**); alternatively, Sonic could throw things at the creature (turn to **35**).



203

Stomping towards Sonic and Tails, Frostie the Snowbot prepares to crush them in its icy grip. Frostie has a rating of 8, and Sonic must fight it using his Quick Wits (plus 3 because Tails is helping). If the heroes defeat the robot, with its last surge of power it stumbles backwards but only succeeds in falling back into the machinery. There is a terrible grinding noise as the Snowbot jams its workings, and the freezer self-destructs in an explosion of ice. From inside the device’s power plant comes a shower of gold rings. Roll one dice and add 6 to see how many rings Sonic manages to grab. Now turn to **156**.

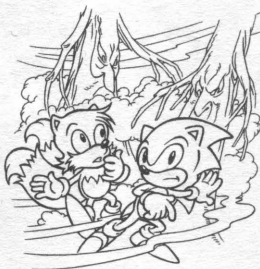


204

The hedgehog and fox give as good as they get, but eventually they find themselves captured. Expecting to be led off to the penguins' distant sandcastle, Sonic is surprised when their captors start digging two holes in the sand; but all becomes clear when the penguins stick him and Tails in the holes and bury them up to their necks! Then the strange birds ride away, leaving our heroes to swelter in the baking sun. 'I feel like I'm cooking in here,' Tails soon complains, sweat pouring from his brow. 'It's at times like this that I wish I didn't wear that stupid fur coat.'

'I hear what you are saying, dude,' Sonic agrees. 'But never mind that now. How are we going to get out of here? More importantly, what on Mobius is *that*?' he adds hastily.

Coming across the sand is a huge robot scorpion, snapping its claws menacingly as it scuttles straight towards them. Where its sting should be hangs a large, glowing laser-gun. What should the pair do? They could remain perfectly still (turn to **76**), cry for help (turn to **220**), or try to antagonize the scorpion (turn to **143**).



205

'Oh all right then. Catch!' Sonic scowls, tossing the Chaos Emerald to Knuckles.

'Cheers, Sonic,' the echidna replies, catching it cleanly. 'Now I think it's time I got off this overgrown flying-bomb before it blows!' The echidna races for the exit and disappears. (Note that 1 minute has elapsed.) Does Sonic have a triangular key? If he has, turn to **174**; otherwise, turn to **41**.



206

What with explosions and gunfire going off all around, it is hardly surprising that Sonic fails to spot a half-buried boulder. The toboggan hits it and flips over, depositing Sonic in a snowdrift. Fortunately our hero is unharmed, but by the time he has climbed out he is surrounded by the Badniks. There are five of them, each with a rating of 7, and Sonic must fight them one at a time, using his Speed. If he wins, turn to **21**.



207

His hands insulated by the bandages, Sonic is able to remove the gold rings from the lightning machine without being harmed by the dangerous electricity coursing through it. Soon he has collected a huge pile: seventy-five in all! Thrilled with his new acquisitions, Sonic grabs Tails and hurries along the new corridor. Turn to **262**.

208

Lying glinting in the sand is a solitary gold ring, which Sonic can take. The hedgehog is feeling totally parched, and Tails is staggering all over the place. They had better find water or shelter – or preferably both – real soon. Which way should they look?

209-210

East?
West?
South?

Turn to **195**
Turn to **108**
Turn to **113**

209

As Sonic floors the echidna, the door to the right hums open and three peculiar Badniks glide into the chamber. They look like metal footballs and are circled by smaller, spiked spheres. They are Orbinauts and they mean Sonic and Tails harm. They will try to trap their opponents between two of them, so Sonic must fight using his Quick Wits (plus 3 because Tails is helping). Each Orbinaut has a rating of 6. As Sonic fights, Knuckles uses the diversion to sneak out through the left-hand door. If Sonic defeats all of the Badniks, turn to **126**.



210

Sonic and Tails dash away across the Emerald Hill Zone, following the fast-moving cloud. As they reach the brow of another hill, in the distance they see a cottage being struck by a bolt of lightning which has come from the cloud. The building is blown apart and

the family of squirrels who lived there are left fleeing in panic. Even though the two heroes are running as fast as they can, the strange cloud is travelling much faster. After slogging through the muddy grass for ages, Sonic and Tails are worn out, and the cloud is still getting further and further away, so the pair stop for a rest. Sonic notices something glinting in the mud near by. Should he investigate (turn to **134**) or go and look for his friends (turn to **233**)?

**211**

Sonic sprints towards the nearest Badnik, but he suddenly finds his feet slipping under him on the rain-soaked floor! Roll against Sonic's Agility, to beat a 7. If he succeeds, turn to **238**. If he fails, turn to **198**.

212

Sonic gives the ice an almighty karate kick and shatters it into a hundred pieces, freeing his friend. Also frozen in the ice were six gold rings, which Sonic can take. Turn to **59**.



213

Sonic braces himself, then he lands on the top of the tower, just behind the ape. Yelling at the top of his voice, he runs at the enormous machine. He must fight the Apebot, which has a rating of 10, using his Strength (plus 3 because Tails is helping). If the ape scores a hit, roll one dice. On a roll of 1 to 3, turn to **285**. On 4 to 6, turn to **243**. If Sonic and Tails defeat the giant ape, turn to **56**.

214

Holding his breath, Sonic leaps into the raging torrent and is immediately dragged along by the river, unable either to control where he's going or to swim against the force of the current. Roll one dice. On a roll of 1 to 4, turn to **129**. On 5 or 6, turn to **230**.

215

Has Sonic already used the Scorpion's laser in the course of his adventures? If he has, turn to **146**. If he hasn't, turn to **172**.

216

Continually ducking and diving, darting and weaving, Sonic manages to avoid being trapped by the robots. All this while it goes on raining, huge drops splashing down from the strange cloud. Soon the water is several centimetres deep in the room. The Badniks are beginning to slow down and their extremities are turning red – they are rusting! Sonic keeps dodging them, and in no time they have seized up completely. 'So, my cunning plan worked,' Sonic fibs as he and Tails hurry from the room. Turn to **81**.

Sonic trips over the root and falls flat on his face, making him an easy target for the Badniks. Sonic must lose all his rings (or a life). Everything goes fuzzy and turns black . . .

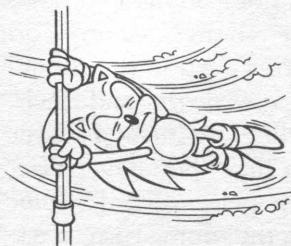
Sonic comes to inside a large ice-cave. There is no sign of the Badniks. Tails is lying, unconscious, next to him; after a good deal of prodding and shaking from Sonic, however, he comes round.

'Where are we, Sonic?' Tails asks feebly.

'No idea, little dude. Perhaps we should stick our heads outside and take a look.' Just as they step outside, a huge, shaggy, white shape appears in front of them, as if out of nowhere.

'Boo!' it says, quite unnecessarily.

'Waaargh!' Sonic and Tails yelp in unison. The Yeti raises a paw and, without warning, fires its claws at the pair. Roll against Sonic's Agility, to beat a 6. If he succeeds, turn to **120**. If he fails, turn to **100**.



218

Sonic spots the appendage just in time to avoid it. However, Tails is not so lucky: he is grabbed and held, struggling, in the Octopus's grasp. Gritting his teeth, Sonic splashes forward into the attack. The Octopus has a rating of 9, and Sonic must roll against his Speed if he is to avoid its marauding tentacles. If Sonic wins, turn to 67.

219

Sonic revs up on the spot, before letting himself go and hurtling at the frog. As the hedgehog zooms straight for it in a blinding blue blur, the machine calmly opens its huge mouth – and Sonic flies straight into it! Tails watches, horrified, as Foggy Froggy chews a few times, shudders in disgust and spits the hedgehog out again. Sonic must lose all his rings (or a life). Sonic must now try another tactic: fight normally (turn to 200) or sneak around in the fog and bash it from behind (turn to 72).

220

'Heeeeeeeellpppp!' the two friends wail, but there is no one around to hear their feeble pleading. The Scorpion continues to approach them. It scuttles over and grabs them in its metal pincers, pulling them out of the sand. Sonic must lose all his rings (or a life). Struggling in a pincer, Sonic gives the thing a mighty kick, and the surprised creature drops him and Tails. Sonic is obviously going to have to fight the Scorpion, which has a rating of 9. Sonic must use his Speed to dodge the creature's pincers and laser-blasting sting (he may add 3 because Tails is helping). If Sonic is hit at any time,

roll one dice. On a roll of 1 to 3, turn to **22**. On 4 to 6, turn to **60**. If Sonic beats the Scorpion, turn to **34**.

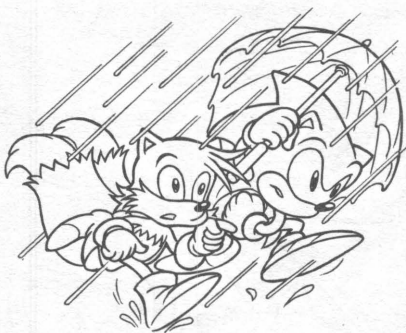
221

The heroic hedgehog hurtles round the room in a rush of blue spines to the accompaniment of a cacophony of breaking glass. Soon there isn't a single mirror left intact and Sonic has uncovered twelve gold rings and a Shield power-up (the very next time Sonic must lose all his rings or a life, he can ignore the instruction). For now, however, there is still the small matter of two very irate guard robots to deal with. Each has a rating of 6, and Sonic must fight using his Coolness (plus 3 because Tails is helping). If Sonic defeats them, it's time for the pair to leave and continue along the sloping corridor; turn to **156**.

**222**

Sonic has now been bashed and battered so many times that he is feeling distinctly bruised. He must lose all his rings (or a life). Return the total of hits Sonic has suffered to zero.

Without warning, a huge gust of wind catches Tails and blows him backwards. Roll against Sonic's Quick Wits, to beat a 6. If he succeeds, turn to **147**. If he fails, turn to **247**.

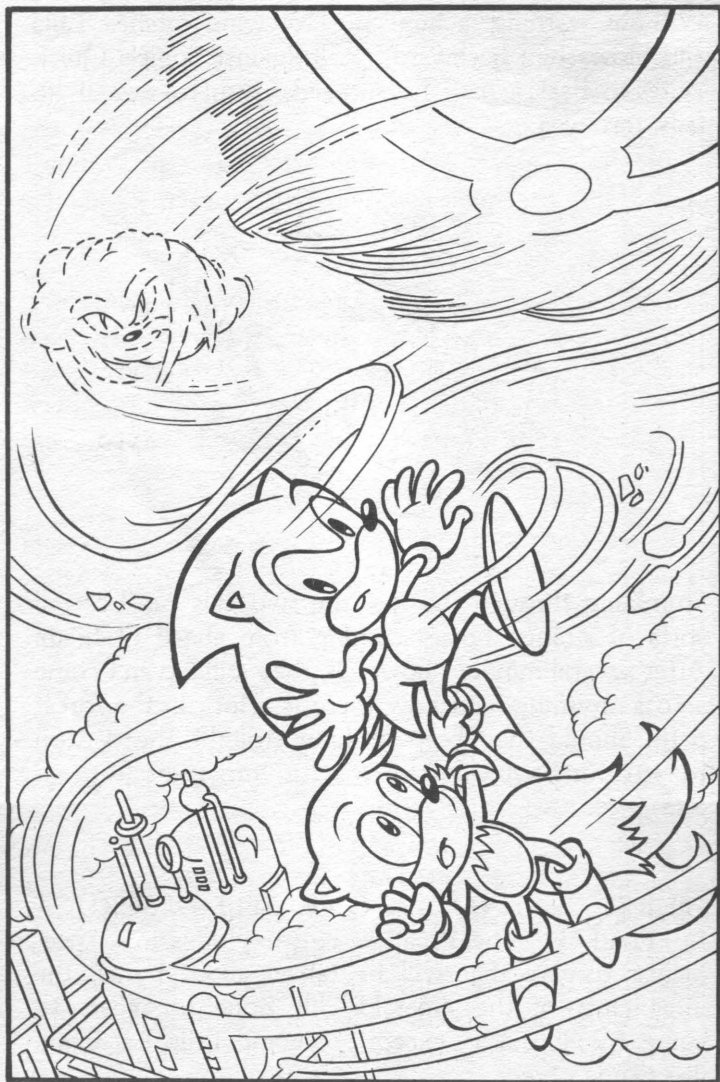


223

Stumbling through the fog, the two pals can hear all sorts of strange noises coming from ahead of them. After several minutes, however, they still haven't come across anything, and now there is a fork in the forest path. Should they keep walking straight ahead (turn to **38**), turn left (turn to **105**) or turn right (turn to **232**)?

224

'THREE ... TWO ... ONE. SELF-DESTRUCT INITIATED.' The Weather Egg explodes in a spectacular display that will be talked about by all the inhabitants of the Emerald Hill Zone for years to come. By all, that is, except Sonic and Tails. For them, it is Game Over!



Flattened by a spinning blue ball of spines and attitude, Knuckles falls to the ground, dropping the ten gold rings he was carrying (Sonic can take these). 'Ha!' the hedgehog jeers. 'Think you can take on Mobius's finest and win? You couldn't fight your way out of a box of cold fries, let alone the paper bag it came in.'

At that instant, hearing the sound of the wind picking up again, everyone looks around in dismay – to see a large whirlwind speeding across the Chemical Plant Zone towards them. The top of the swirling mass disappears into the base of the Robotnik-shaped cloud that seems to be the cause of all their trouble.

'A twister!' Tails yelps in panic. 'We have to hide in the north-east corner of the basement! Quick, where's the basement? Where's the basement!'

'Never mind that,' Sonic yells back. 'Just run for it!' Forgetting their disagreements, the four of them run through the maze of pipes and vats, but there is nowhere safe for them to hide. In a great roaring rush of noise, the wind sweeps over them. Sonic finds himself spiralling high into the air. A hand grabs his leg, and he looks down to see Tails hanging on for dear life. Close by there is a red blur that must be Knuckles. There is no sign of Sally Acorn; perhaps she managed to avoid being carried away by the tornado. The three are carried higher and higher until they disappear into the murky cloud. At its heart, the top of the tornado disappears into a dark hole in the base of

a large, egg-shaped flying machine. With a pop, they are sucked inside! They are in some kind of open chamber: it is circular, with shiny metal walls, and it glows with a golden-yellow light. There are two exits, which obviously lead into the rest of the Weather Egg.

'You great steaming drongo!' Knuckles shouts. 'It's all your fault we're stuck here, hedgehog!' The echidna's words make Sonic livid; if that annoying ant-eater hadn't been so stropic, they wouldn't be in this mess. Does he try to ignore Knuckles and start exploring (turn to 7), or should he give Knuckles what for (turn to 82)?



For a long moment the penguin leader peers down from his camel at the two animals, then finally he says, 'Very well, I accept your grovelling apology. But oo are you two?'

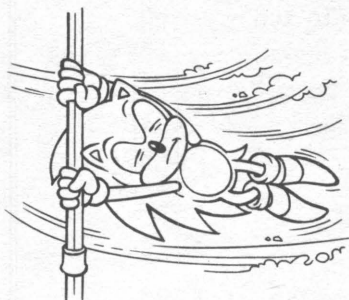
'I, mon-sewer, am Sonic ze Hedgehog, greatest hero, megastar, babe magnet and all-round coolest dude on Mobius,' Sonic says modestly. 'Furthermore, mon oncle, zis, I mean *this*, is Miles Prower, better known as Tails, my best buddy and loyal comedy sidekick.'

'Never 'eard of you,' the leader snaps. 'We are ze Penguins of ze Icecap Zone Legion, and zat is our fort.' These odd penguins may be able to help Sonic discover what has been happening. What will he ask them:

'What caused the land to turn to desert?' Turn to **193**

'Have you see Sally Acorn?' Turn to **260**

'How do we get out of this desert?' Turn to **2**



227

'I just thought it was global warming gone a bit haywire – you know, from everyone using spray cans,' the polar bear admits. 'Now you come to mention it, though, I did see a huge, strange-shaped cloud fly over and drop loads of sand just before the desert appeared. Funny, that.'

Now what will Sonic do?

Ask what happened to the zone?

Turn to **53**

As if he has seen Sally Acorn?

Turn to **178**

Leave here and continue exploring?

Turn to **108**

228

In a whirling super spin blur, Sonic lands right in the centre of the freezing machine, wrecking it utterly. 'Smashing!' he puns, leaping at the next stage in the chain. In no time at all, the machines are scarcely in a state to produce even slush. However, there is still the Badniks' icicle-covered supervisor, the now enraged Frostie the Snowbot, to deal with! The droid has a rating of 8, and Sonic must fight using his Quick Wits (plus 3 because Tails is helping). If the heroes defeat the robot, turn to **156**.



229

The corridor leads away into the distance, but close by is a bank of small tubes which point down into the corridor. 'Lasers!' Sonic declares, peering at them from a safe distance. 'Very sneaky.'

'What shall we do, Sonic?' Tails asks, keeping one eye on the ominously protruding gun-barrels.

'I can't think of anything clever right now, so I guess we run for it!' With that, he sprints off down the corridor. When he passes under the first laser, roll one dice. On a roll of **1**, turn to **18**. On anything else, turn to **136**.

230

The river divides, continuing between the cliffs in one fork and disappearing into a cavernous tunnel in the other, but Sonic is swept past the cave and on through the rapids. Suddenly there is an explosion in the water near him and, looking around, he sees several limpet-like robots fixed to the rocks. Their tops keep flipping open to launch bombs into the river – and Sonic is heading right into their path! Pick two different numbers between 1 and 6, and then roll one dice. If you roll either of the numbers you picked, turn to **159** immediately. Otherwise, do the same thing again, and again turn to **159** if either of the numbers comes up. If you fail to roll one of your numbers, turn to **9**.



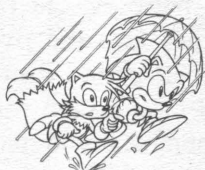
231

'Hey!' Sonic snaps, gazing out at you. 'He may be a little twit sometimes, but he's my chum, and *this* hedgehog doesn't let his chums go rolling off round the zone in the middle of giant snowballs. There may be Badniks about! I'm going after him.' Turn to **75**.

232

'Where are we, Sonic?' Tails whines.

'Haven't a clue, little dude,' Sonic admits. Which way now: straight ahead (turn to **145**), left (turn to **105**) or right (turn to **239**)?



233

Running through the rain, Sonic and Tails soon catch sight of a bedraggled chicken trying to shelter under a lightning-scorched bush. 'Chirps!' Sonic cries. 'What's happenin', dude?'

'Hello, you two,' says the soggy chicken, brightening up. 'I was just enjoying a stroll when the sky turned all dark and it started to rain. The next thing I knew, there was a huge bang and a flash of light, and I came this close to being turned into a pair of chicken drumsticks!'

'Where's everyone else?' Tails asks.

'Search me,' Chirps replies. 'You're the only guys I've seen since the storm began.'

Sonic takes charge. 'Come on, then. You can help us look for them.'

'Hold on, what's that?' Tails suddenly exclaims, pointing up into the sky, where a red speck is dropping towards the ground very quickly indeed. Should Sonic try to catch whatever it is (turn to 25) or just wait to see what happens when it hits the ground (turn to 270)?

234

Our two heroic companions run along a gleaming, polished-metal corridor which gradually slopes upwards as it curves round the inside edge of the Weather Egg. Soon they come to a closed door bearing the word 'Teleporter' in tacky, futuristic lettering. Should they enter (turn to 39) or keep going along the corridor (turn to 229)?

235

In no time at all it seems as if Sonic and Tails have been walking for hours under the blazing sun, and still there seems to be no sign of the desert coming to an end. If Sonic has a water canister, turn to 89. If he hasn't, turn to 256.

236

The object is a cloud-shaped circuit-board, printed with the letters 'IR'. Sonic ponders awhile. 'It must stand for "infra-red",' he decides. 'That must be how the Fog Frog could tell where it was going in all that fog.' If Sonic takes this device, add it to his *Vital Statistics*. Turn to 91.



237

The door opens into a large room, which is full of humming machinery. Immense blocks of ice, created by a freezing machine are deposited on a conveyor belt, at the end of which whirling knife-blades are chopping them into snowflakes! These are then being sucked out of the Weather Egg and whirl down to the Emerald Hill Zone, far below. Working at the snow machines are several Badniks; they are being supervised by a large, bulbous robot which is covered in icicles and which appears to have coal for eyes and a carrot for a nose. Nobody has noticed the two newcomers yet, so should Sonic and Tails leave quickly before they are spotted (turn to 156), or should they attempt to shut down the snow machines (turn to 24)?

238

Managing to keep his balance on the slippery floor (thanks to his super-sneakers), Sonic smashes into two of the Badniks, which explode into tiny pieces. Now he and Tails must deal with the remaining pair, each of which has a rating of 6. Sonic must fight using his Agility (plus 3 because Tails is helping). If he defeats them, turn to 81.

239

'You know, Tails,' Sonic says, 'I can't see a darn thing in this bogus fog stuff.' Roll against Sonic's Good Looks, to beat a 6. If he is successful, turn to 16. If he is not, turn to 188.

240

Sonic doesn't find a way out – but he does find a bunch of Orbinauts guarding a corridor. Recognizing intruders when they see them, the three Badniks whirl into the attack. Each has a rating of 5, and Sonic must fight using his Strength (plus 3 because Tails is helping). If Sonic defeats them all, note down that 2 more minutes have passed, then turn to **80**.

241

At this point Knuckles suddenly appears, running across the sand-dunes, sweating profusely. When he sees Sonic standing next to the wrecked Scorpion, he screeches to a halt with a look of annoyance on his face. 'Guess I beat you to it,' Sonic gloats. 'Of course, a deadly killing machine like this didn't give me any trouble.'

Knuckles scowls and kicks at the wreckage, trying unsuccessfully to make it look as if he is finishing it off, then he turns and sprints away into the distance once more.

With the Scorpion destroyed, Sonic and Tails can already feel the previously unbearable heat starting to cool. All around, green shoots are starting to push up through the thinning sand. Now it's time to investigate another part of the zone, one they haven't visited yet. Will they go:

North?

East?

West?

Turn to **116**

Turn to **157**

Turn to **252**

242

Sonic and Tails make the relative safety of a workman's cabin near by, but not before being hit by more bananas. Roll one dice and subtract 2; that many bananas should be added to Sonic's hit total (a minus counts as 0).

'I wonder where all these bananas are coming from,' Sonic muses. 'And what's causing all this wind.'

'With me, it's usually too much fizzy pop,' Tails suggests. Before Sonic can wallop him, two robot monkeys leap through a window and into the cabin. They are Coconuts, ape-like Badniks created by Dr Robotnik, and they don't look at all friendly. Will Sonic and Tails try to escape (turn to **128**) or fight (turn to **19**), or will Sonic try a super spin (turn to **117**)?



243

The ape gives Sonic a mighty wallop, knocking him clean off the tower. Far below, Sonic hits the ground very hard indeed! He must lose all his rings (or a life). How will he get back up the tower? He could run up it (turn to **192**), or Tails could drop him on the ape (turn to **167**); alternatively, Sonic could throw things at the creature (turn to **35**).

244

The android falls apart where it stands. On a shelf next to where it was standing Sonic finds a large, triangular key (add this to his *Vital Statistics*). Among the many controls in this room is a similar, triangle-shaped socket. If Sonic decides to use the teleporter right now, turn to **186**. If he doesn't, he and Tails leave the room and keep exploring; turn to **229**.

245

Taking on all four Badniks will not be easy. Each has a rating of 6, and Sonic must fight using his Agility (plus 3 because Tails is helping). If he defeats them, turn to **81**.



246

Opening the door, Sonic and Tails peer into a small room which is empty, save for a stone table set against the far wall. On this table lies a pile of gold rings! If you think Sonic should enter to take the rings, turn to **87**. Otherwise, turn to **269**.

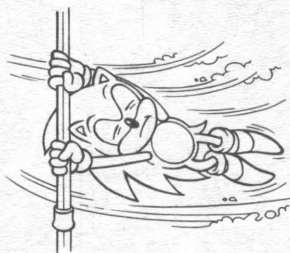
247

Tails and Sonic are blown into the open end of a large concrete pipe and they slide down inside it, only to be deposited out of the bottom into a huge pile of foul,

green, chemical gunk. Needless to say, this toxic waste is not very healthy. Sonic must lose all his rings (or a life). Now roll one dice. On a roll of 1 to 3, turn to **298**. On 4 to 6, when the two friends have pulled themselves out and cleaned themselves off, Tails takes to the air once more; turn to **263**.

248

Spinning across the room, Sonic powers into the surprised robots. Roll against Sonic's Speed, to beat a 9. If he succeeds, turn to **51**. If he fails, turn to **12**.



249

'If that was the Mummy, I'd hate to see the Daddy,' Tails jokes nervously.

With the tomb's occupant disposed of, Sonic and Tails take a closer look at its sarcophagus. Inside they find a pile of twenty-five gold rings and a Shield power-up (the very next time Sonic is told he must lose all his rings or a life, he can ignore the instruction). Having uncovered the Treasure of the Pharaohs, our heroes decide that it's time to continue their explorations elsewhere. Turn to **162**.



250

Sonic makes a grab for the nearest ring — and is instantly zapped by several million volts. Electricity is seriously dangerous! He must lose all his rings (or a life). As the smoking hedgehog is thrown clear, the coil explodes, lightning arcing in all directions. A number of rings are flung down, and Tails runs around, gathering them up for Sonic. There are twenty in all, and Sonic is very pleased to get them. 'Blimey, Sonic! That was wicked,' Tails enthuses. 'I could see right through to your skeleton and everything!' With the fox's help, Sonic staggers along the new corridor. Turn to **262**.

251

As Sonic had feared, the robots soon catch up with the pair. The Badniks have a combined rating of 9, and Sonic must fight them using his Speed (plus 3 because Tails is helping). If Sonic and Tails defeat them all, add 2 minutes to the time elapsed, then turn to **142**.

252

It has stopped raining now in this part of the zone, but the damage has already been done. As Sonic and Tails reach the crest of the next hill, they look down, to see that the entire area is flooded. All the lower ground is now underwater and only the tallest hills are visible, like small, grassy islands. If Sonic and Tails are going to explore here, they are going to have to get about in some way other than on foot. The tops of several trees are still above the water level, so Sonic could try swinging from tree to tree to get around (turn to **158**)

or he could try something else (turn to 54). Alternatively, he and Tails could both leave this part of the zone and look somewhere else (turn to 20).



253

Sonic stands his ground, ready to bash the Badniks. However, this just makes him an easier target to hit. Sonic loses all his rings (or a life). Everything goes a fuzzy shade of black . . .

Sonic comes to inside a large ice-cave. The good news is: there is no sign of the Badniks. The bad news is: Tails is lying, unconscious, next to him – but, after a good deal of prodding and shaking from Sonic, he comes round.

‘Where are we, Sonic?’ Tails asks feebly.

‘No idea, little dude. Perhaps we should stick our heads outside and take a look.’ Just as the pair step outside, a huge, shaggy, white shape appears in front of them, as if out of nowhere.

‘Boo!’ it says, rather unnecessarily.

'Waaargh!' yelp Sonic and Tails together. The Yeti raises a paw and, without warning, fires its claws at the pair. Roll against Sonic's Agility, to beat a 6. If he succeeds, turn to **120**. If he fails, turn to **100**.

254

Swept along by the turbulent water, Sonic unfortunately has no way of revving up to go into a super spin. As a result, he is caught unprepared when the Choppers attack. Each has a rating of 6, and Sonic must fight them using his Strength, but with a penalty of 2 points against his first dice roll. If he beats the robot fish, turn to **62**.



255

Just as Sonic suspected, the Yeti is a robot covered in plastic fur; it is now lying on the ground in a pile of smoking pieces. If Sonic wants to take a closer look at it, turn to **281**. If Tails is trapped and you think Sonic should get him out first, turn to **6**. If Tails is fine and Sonic wants to hurry on, turn to **59**.

256

'Water . . . water!' Tails is muttering as he falls to the ground. Sonic leans over to help him up, but his head

257-260

starts spinning and he, too, succumbs. Sonic must lose all his rings (or a life). Turn to **185**.

257

The bananas continue to rain down round and on the two as they run deeper into the Chemical Plant Zone. Roll one dice; that many further hits land on Sonic. However, it's not only bananas that are being flung at Sonic and Tails. Several large barrels, no doubt full of some disgusting, sticky, smelly gloop, are hurtling directly towards the hedgehog! Roll against Sonic's Agility three times. The first time he must beat a 4, the next time a 5 and the last a 6. If he fails any of these three rolls, turn to **189**. If he does not, turn to **36**.

258

The ground is dry and cracked, but poking out of the parched soil they spot a gold ring, which Sonic can take. Now, do the pair keep going east (turn to **296**), turn westwards (turn to **277**) or head south again (turn to **208**)?

259

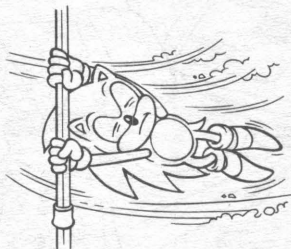
On the far side of the lasers, Sonic is so happy to have survived that he leaps up and down in glee. He bangs his head on the ceiling and a panel falls open, allowing six gold rings to drop out. Now turn to **64**.

260

'Non,' the leader says. 'No acorns, no squirrels at all. Sorry.'

If Sonic doesn't want to ask any more questions, turn to **52**. If he does, will he ask:

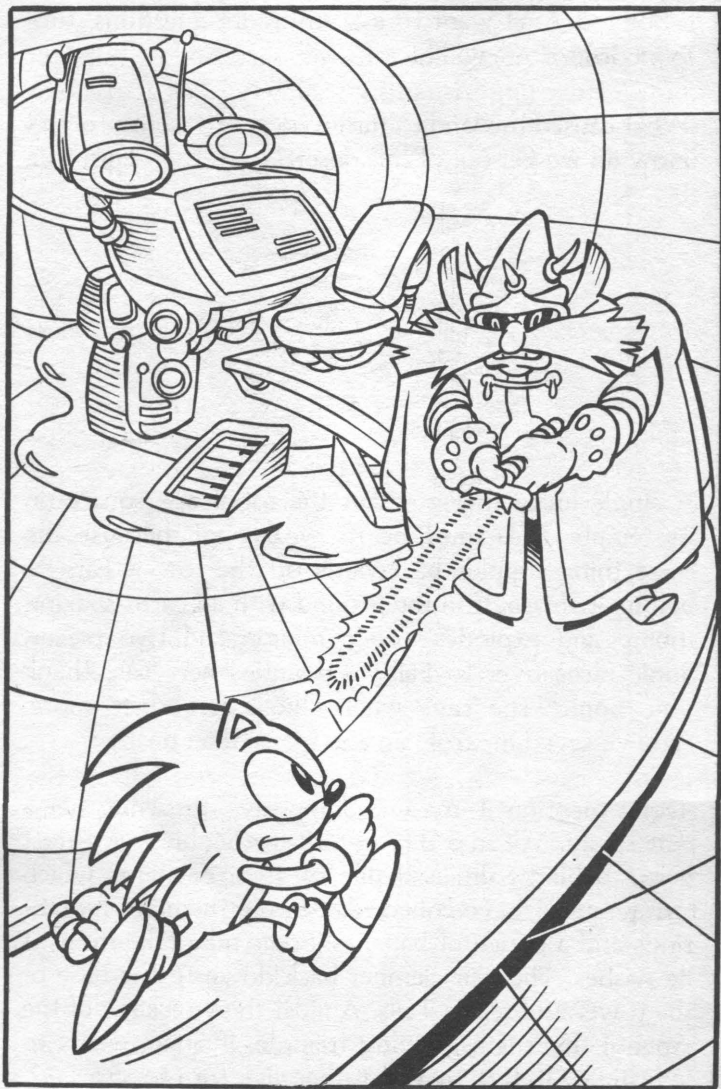
'What caused the land to turn to desert?' Turn to **193**
 'How do we get out of this desert?' Turn to **2**



261

A single lucky throw strikes the robot ape square on its temple. This must be its weak spot, because the huge thing topples backwards off the tower. Far, far below, it smashes on the ground with an earth-shaking thump and explodes into a million and two pieces. Sonic races over to Sally and unties her. 'Oh, thank you, Sonic!' she says when she is free once more. 'You've saved me from an ape worse than death.'

'Don't mention it, ma'am,' Sonic says, throwing her a daft salute. 'All in a day's work for Mobius's greatest hero.' Behind Sally is a pile of assorted items which the ape must have collected. Among them are twenty rings and a bunch of bananas; Sonic may take these, if he wishes. The pair clamber back down to the base of the tower and rejoin Tails. Amidst the wreckage of the Apebot there is a glowing triangle. If Sonic wants to investigate it, turn to **179**. Otherwise, turn to **119**.



262

The corridor opens out into the vast, hollow heart of the Weather Egg. A narrow walkway leads across to a round platform bearing a large computer screen and a terminal, in the very centre of the void. It looks like the yolk of an egg. Bravely, Sonic steps on to the walkway.

'Ah ha haaa!' comes a booming laugh. Hearing the noise, Sonic looks up, startled. There before him stands a hideously bloated, spherical figure with a ridiculous red moustache and disgusting egg-stains down his front. It is Dr Robotnik, the evil mastermind behind the Weather Egg. The mad scientist is wearing a shiny black cape and what appears to be a soldier's helmet, and he is carrying a strange metal cylinder in one hand. 'I have you now, hedgehog,' he pants, flicking a switch so that a long beam of pulsing red light streams out from the cylinder. Does Sonic have a laser? If he has, turn to **215**. If he hasn't, turn to **184**.

263

There seems to be no end to this gale, nor to the storm of rubbish, barrels and stray fruit that are flying past. Roll one dice; this is the number of hits Sonic must add to his total. If this now numbers 15 or more, turn to **11**. If he has not yet been hit 15 times, turn to **23**.

264

Probing the debris, Sonic manages to extract the glowing object. It looks like a computer circuit-board,

but it is in the shape of a raindrop rather than rectangular. Stamped on it are the letters 'NT'. 'I wonder what they stand for,' Sonic wonders.

'Normous Tentacles,' Tails suggests with a silly grin.

'Don't be daft, dude,' Sonic replies. There is something else in the debris: a large rubbery bag, which is full of black liquid. If you want Sonic to take the ink-sac or the circuit-board (or both of them), write them down on his *Vital Statistics*. Turn to **123**.

265

The corridor continues to slope upwards round the inside of the Weather Egg. Having seen little but the monotonous metal walls of the passageway for several minutes, Sonic and Tails are eventually relieved when they come to a door, set in one wall. If they should investigate, turn to **237**. If not, turn to **156**.

266

Sonic crashes into the door, smashing the stone into pieces, and lands, unharmed, in the corridor outside. Tails trots out and helps him to his feet, and the pair decide where to go next. They could go through the door to the left, if they haven't already (turn to **246**), or the one at the end of the corridor (turn to **149**) — or they could leave the pyramid (turn to **162**).

267

Tails scurries about, collecting armfuls of flowers; but then the Badniks cotton on to what is happening.

Surrounded, the two friends are soon grabbed by strong metal hands. Everything goes fuzzy and black . . .

Sonic comes to inside a large ice-cave. There is no sign of the Badniks. Tails is lying, unconscious, next to him, but after a good deal of prodding and shaking from Sonic he comes round.

'Where are we, Sonic?' Tails asks feebly.

'No idea, little dude. Perhaps we should stick our heads outside and take a look.' Just as the pair step outside, a huge, shaggy, white shape appears in front of them, as if out of nowhere.

'Boo!' it says unnecessarily.

'Waaargh!' Sonic and Tails yelp melodiously. The Yeti raises one paw and, without warning, fires its claws at the pair. Roll against Sonic's Agility, to beat a 6. If he succeeds, turn to **120**. If he fails, turn to **100**.

268

Sonic drops from the tree into the floodwater and is immediately carried away by the swift-moving current. Not wanting to be left alone with the Buzzers, Tails jumps into the water too. Turn to **111**.

269

Which door will Sonic and Tails try next (choose one they haven't tried yet): the one to the right (turn to

191) or the one at the end of the corridor (turn to **149**)?

270

Sonic sees in time that the red shape speeding towards him is his arch-rival, the red-dreaded echidna, Knuckles! (Echidna = spiny anteater – who says gamebooks aren't educational!) 'Phew, thank goodness I didn't try to catch that bogus dude,' Sonic chuckles.

Fortunately for Knuckles, however, his fall is broken by Chirps. 'Ooof!' the chicken gasps as all the breath is knocked out of him.

'Hedgehog!' Knuckles snarls, jumping to his feet. 'I might have known you were behind all this!'

'What are you talking about?' Sonic sneers, puzzled.

'Not that it's any of your business, but a mega-volt bolt of lightning from a huge cloud ripped open a hole between the dimensions, blasting me off my floating island and down on to this miserable part of Mobius – and I bet it's all your doing, you hare-brained hedgehog! While I'm down here, who's going to guard the Chaos Emeralds?'

With that, the angry echidna leaps at Sonic, ready to punch his lights out! Sonic must fight Knuckles, who has a rating of 9, using his Strength. If Sonic wins the fight, turn to **17**. If Knuckles wins, turn to **84**.

271

Because it is so well made, Sonic must fight the droid using his Good Looks (plus 3 because Tails is helping) against its rating of 8. If Sonic and Tails win, add 1 more minute to the time elapsed. If the total time elapsed is 10 minutes or more, turn to **224** immediately. If it is less, turn to **287**.

272

As Sonic is peering and poking at the strange sun-deflecting mechanism, a hidden door slides open and two red droids trundle into the room on wheeled tracks, intent on apprehending the intruders. What should Sonic do?

- | | |
|---|--------------------|
| Stand his ground? | Turn to 32 |
| Point the magnifying glass at the robots? | Turn to 4 |
| Smash the mirrors with a super spin? | Turn to 221 |

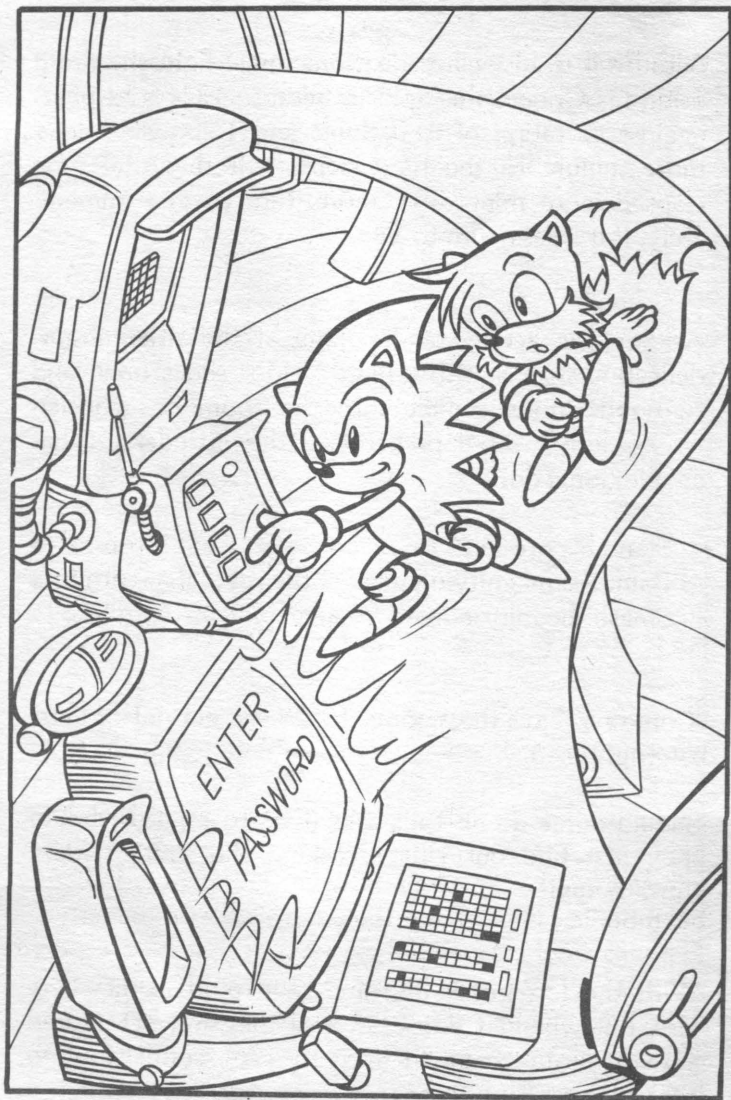
273

'Come on,' says the anxious fox. 'Let's get out of here. I'm frightened.'

Should Sonic do as Tails asks (turn to **131**) or should they first find out what's making the strange noise (turn to **175**)?

274

With the fog gone, it's time to explore somewhere else, but where? Choose an area they haven't visited yet: they can go north (turn to **116**), south (turn to **180**) or west (turn to **252**).



275

With his final blow, Sonic knocks the evil Robotnik off the walkway and the scientist plunges down into the void, his voice trailing behind him: 'You meddling menace . . . IIII'IIII geeeet yoooooooooooooooouuu . . .' The victorious hedgehog watches until the bulky shape has disappeared from view.

'You know, I would have thought that a fall like that would be enough to finish even him off. Let's hope so,' Sonic muses. 'Come on, Tails, there's no time to waste; we've got to stop this thing before it unleashes any more of its nasty weather!'

The pair hurry across the walkway to the computer terminal. A small green square is blinking in the top left-hand corner of the screen, but when Sonic prods a key at random a message appears: 'ENTER PASSWORD >'

'Password? Oh blimming flip!' Tails exclaims. 'How are we supposed to know what that loony's password is?'

Sonic starts to ponder, thinking back on all that has happened to him in the course of this adventure, trying to find some clues to what the password might be. If Sonic can work out the password, turn the letters in it into numbers, using the code $a = 1, b = 2, c = 3 \dots z = 26$; add them all up and turn to the paragraph with that number. If what you read there makes no sense, or if Sonic cannot work out the password, turn to 57.

276

The pair start scrabbling in the sand, their eyes peeled for any sign of hidden treasure. With a resounding boom the stone door suddenly slams shut, and more sand starts to pour in through small holes in the roof. Tails runs over to the door but it is locked. 'We're trapped! Eek!' he squeals in panic.

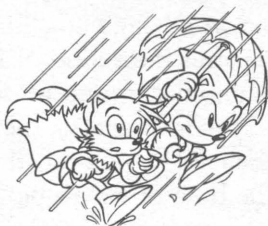
'I suppose I'd better get us out then, hadn't I?' Sonic mutters through gritted teeth. But how is he going to manage that? Should he try to smash the door in (turn to 47) or search for a hidden catch that might open it (turn to 288)?



277

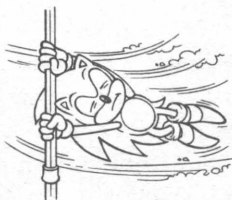
Tails and Sonic are now feeling thoroughly uncomfortable as they trudge through the dusty terrain under

the merciless sun. Should they keep to a southerly course (turn to **63**), or head west (turn to **160**) or east (turn to **208**)?



278

Sonic gives his leg a good tug and his foot comes free, allowing him to flip backwards and smash into several more surprised robots. Turn to **203**.



279

A spider-like Grabber drops suddenly from the ceiling of the cave on a thin line from a metal spider's web and makes a grab for Sonic. The hedgehog will have to fight the Badnik, which has a rating of 7, using his Strength. If the Grabber hits Sonic, the robot will drop the dazed hedgehog in the water (turn to **44**). If Sonic wins, and if he has made three rolls, turn to **44**. Otherwise, return to **129** and roll again.

Sonic loses all his rings (or a life). 'I hope that's taught you not to mess with me, hedgehog,' Knuckles spits. 'Now, tell me what you know about what's going on!'

At that instant, hearing the sound of the wind picking up again, everyone looks around in dismay – to see a large whirlwind speeding across the Chemical Plant Zone towards them. The top of the swirling mass disappears into the base of the Robotnik-shaped cloud that seems to be the cause of all their trouble.

'A twister!' Tails yelps in panic, running this way and that. 'We have to hide in the north-east corner of the basement! Quick, where's the basement? Where's the basement!'

'Never mind that,' Sonic yells back. 'Just run for it!' Forgetting their disagreements, the four of them run through the maze of pipes and vats, but there is nowhere safe for them to hide. In a great roaring rush of noise, the wind sweeps over them. Sonic finds himself spiralling high into the air. A hand grabs his leg, and he looks down to see Tails hanging on for dear life. Near by there is a red blur that must be Knuckles. There is no sign of Sally Acorn; she must have managed to avoid getting carried away by the tornado. The three are carried higher and higher until they disappear into the murky cloud. At its heart, the top of the tornado disappears into a dark hole in the base of a large, egg-shaped flying machine. With a pop, they are sucked inside! They are in some kind of

open chamber: it is circular, with shiny metal walls, and it glows with a golden-yellow light. There are two exits which obviously lead into the rest of the Weather Egg.

'You great steaming drongo!' Knuckles shouts. 'It's all your fault we're stuck here, hedgehog!' The echidna's words make Sonic livid; if that annoying anteater hadn't been so stropky, they wouldn't be in this mess. Does he try to ignore Knuckles and start exploring (turn to 7), or should he give Knuckles what for (turn to 82)?

281

Among the fur and diodes, Sonic finds a glowing circuit-board in the shape of a large snowflake; stamped on it is the word 'BOO'. Sonic also finds a small, crystal-tipped rod, which must be the robot's freeze ray. (If Sonic wishes to take either, or both, of these, write them down on his *Vital Statistics*.) If Tails is trapped in a block of ice, turn to 6. Otherwise, it's time to go; turn to 59.



282

Walking through thick grey clouds of fog, Sonic and Tails hear a strange flapping sound. Without warning, two bat-like robots emerge out of the mist ahead of them: Batbrains! Sonic must fight the pair, each of which has a rating of 5, using his Speed (plus 3 because Tails is helping). If they defeat the Batbrains, Sonic and Tails must decide in which direction to continue their journey: straight ahead (turn to 232), to the left (turn to 38) or to the right (turn to 105).



283

Sonic stays on the roof, but he stands up to help keep his balance. Suddenly the house comes to a jolting stop, wedged between the narrow rocks, causing several of the wooden slats of the roof to come loose – including the one Sonic is standing on! Roll against Sonic's Coolness, to beat a 7. If he succeeds, turn to 50. If he fails, turn to 115.

284

The tentacle wraps itself round the hedgehog's waist and pulls him under the water. The pressure in Sonic's lungs soon becomes unbearable and he is unable to hold his breath any longer. Sonic must lose all his rings (or a life). At last he manages to break free and

he surfaces, gasping for air. Sonic can see that the Octopus is holding a struggling Tails in another tentacle. Gritting his teeth, Sonic splashes forward into the attack. The Octopus has a rating of 9, and Sonic must roll against his Speed if he is to evade its marauding tentacles. If Sonic wins, turn to 67.



285

The ape grabs Tails and lifts him up into the air. With a gentle puff, the thing blows the fox halfway across the zone! Sonic will have to fight on alone (and so lose Tails' 3-point bonus). If our hero defeats the ape, turn to 56.



286

Before Sonic can reach the huge robot, the other Badniks are upon him! Roll against Sonic's Speed, to beat a 9. If he is successful, turn to 51. If he is not, turn to 12.



287

The android collapses into a zillion pieces. On a desk near by is a triangular key, which Sonic snatches up and fits into a similarly shaped socket in the control panel. (Add 1 minute to the time elapsed; if the total time is now 10 minutes or more, turn immediately to 224.) As the teleporter hums into life, Sonic looks up in horror, to see a strange, mechanical, robot-like contraption step between it and them. It looks like a large metal egg with robotic arms and legs. Through a glass plate in the front Sonic can see the leering features of his nemesis, Dr Robotnik!

'You won't escape me this time, vermin! Ah ha ha ha haaa!' the mad scientist roars. Pushing a control, he sends his eggs-o-skeleton stomping towards Sonic and Tails. Our heroes will have to fight, but how? Should Sonic:

Attack Robotnik?

Turn to 170

Try a super spin attack?

Turn to 8

Use an object?

Turn to 49

288

Hurriedly Sonic starts patting on the walls, looking for a secret lever or a loose stone that could provide a way of escape. Roll against his Good Looks, to beat a 6. If he is successful, turn to 10. Otherwise, there's nothing for it but to try and smash the door down; turn to 47.

289

Racing across to the teleporter, Sonic and Tails both jump on to a disc marked with a cross which is set in

the floor below the device's massive teleport ray generator – but nothing happens. 'It must be controlled from that computer bank,' Sonic realizes.

'Who said that?' the android growls, turning around. 'Sonic the Hedgehog! Arch-enemy of the great Dr Robotnik and public menace number one to all Badniks! I must attack.' The android is between the friends and the door now, so Sonic must fight (turn to 93) or try a super spin (turn to 74).



290

The heroic hedgehog, closely followed by his fearless foxy friend, dives into the water and splashes towards the Octopus. A tentacle emerges from the water near by and snakes towards Sonic – but does he see it in time? Roll against his Good Looks, to beat a 7. If he succeeds, turn to 218. If he fails, turn to 284.

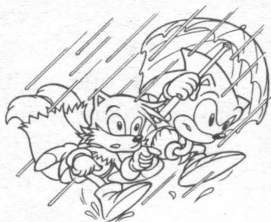
291

'Goodness!' Tails gasps as he and Sonic get their breath back. 'What strange weather we've been having recently. Why, it'll probably be raining -'

With a yell Sonic moves to clamp his hand over Tails' mouth, but does he do it in time? Roll against his Quick Wits, to beat an 8. If he makes it, turn to **104**. If he fails, turn to **13**.

292

After Sonic defeated Foggy Froggy the Fog Frog, Tails saw that they were very close to the Chemical Plant Zone. If you think the pair should head in that direction to look for Sally Acorn, turn to **3**. If not, they should explore an area where they haven't been yet: north (turn to **116**), south (turn to **180**) or east (turn to **157**).



293

'Then I'll just have to take it from you!' Knuckles shouts, swinging one of his enormous fists at Sonic's head. Sonic must fight using his Agility, against Knuckles' own rating of 7; Tails cannot help. (Note down that 2 minutes have elapsed.) If Knuckles ever hits Sonic, cross off all his rings (or a life) and turn to **127**. If Sonic beats Knuckles, turn to **103**.

294

The two heroes are in a room, one side of which is open to the air. Standing in front of this gap is a gigantic magnifying glass and, thanks to a complicated arrangement of mirrors and prisms, the sun's rays are directed into a powerful beam which is scorching a great gouge across the ground far, far below! If Sonic and Tails want to do something to stop this dehydrating ray, turn to **272**. If they would rather keep on climbing up the corridor, turn to **156**.



295

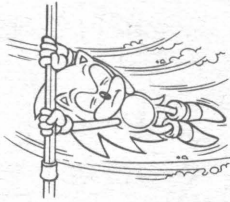
Grabbing a loose piece of one of the Snowworm's segments, Sonic jumps on it and slides away down the hillside, using it as an improvised toboggan. The Badniks ski after the hedgehog in hot pursuit.

'Hot pursuit?' Sonic ponders as he zips along. 'Are you sure that won't melt all the snow?'

Icicle-laden trees and snow-covered rocks cover the hillside, and Sonic must steer a safe course round them to avoid a collision. Roll against Sonic's Agility to beat a 7, three times. If he fails any roll, turn to **206**. If Sonic is successful, turn to **197**.

296

Staggering this way and that through the deserted landscape, Sonic and Tails can continue east (turn to 195), turn west (turn to 208) or go south (turn to 113).



297

Sonic performs a triple spin and lands neatly on both feet. He looks around, beaming, basking in the applause of his chums. 'Thanks, Sonic,' Joe Sushi says gratefully. 'I could have hurt myself.'

'Don't mention it, chum,' Sonic smiles. 'Listen, Joe, there's hero stuff to be done, so you stay here while we find out what's causing this fog.'

Several rings fell out of the tree's branches along with Joe, so Sonic quickly gathers them up (there are eighteen in all). Then he and Tails march boldly and heroically off into the thick fog. Soon, however, they have no idea where they are. Which way should they go?

Straight on?
To the left?
To the right?

Turn to 223
Turn to 239
Turn to 282



298

Just when they are thinking that things couldn't get any worse, Sonic and Tails look up as a loud buzzing sound gets closer – to find themselves surrounded by four Whisps! The large robot insects each have a rating of 5 and, because he is spattered with slime, Sonic will have to fight each of them using his Good Looks (Tails helps, so add a 3-point bonus). If the pair defeat the buzzing Badniks, Tails takes to the air once more; turn to 263.

299

Roll on Sonic's Quick Wits to beat a 7. If he is successful, turn to 79. If he is not, Sonic is unable to think of something clever, so he must fight (turn to 101).

300

As Sonic and Tails leap into the teleporter beam, there is a sharp, electrical crack. The world goes black; in the sky, stars spin crazily round and round; pink lightning explodes everywhere.

When Sonic and Tails dare to open their eyes once more, they find themselves back on a hill-top at the heart of the Emerald Hill Zone. It's warm and sunny, and little fluffy clouds are drifting lazily across the brilliant blue sky. 'Hey look, little dude,' says Sonic, pointing up at one particular cloud. 'There's one that looks just like a doomed-experimental, mad-scientist-style Weather Egg, spinning wildly out of control.' The pair stand and watch as the grey

cloud disappears out of sight over the horizon for the final time.

'I do hope Knuckles got out in time,' Tails ventures innocently.

'Oh, him. Yeah, he always seems to scrape through somehow,' Sonic grumbles. 'I'm sure we haven't seen the last of old Knuckles – nor Robotnik for that matter, worse luck.' The hedgehog slaps an arm round his foxy friend's shoulders. 'Never mind that now. It must be getting near teatime. And I don't know about you, Tails, but I am *starving!*'



Adventure



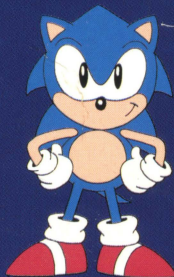
Gamebook

Storm clouds over Mobius

Sonic and his pals have never seen anything like it. All the Zones are being affected by a mysterious weather egg creating climate chaos wherever it goes. Only you and Sonic can save Mobius from a weather wipeout.

Use your skill, luck and stamina to help Sonic in this amazing gamebook adventure.

Cover illustration by Adrian Chesterman



PUFFIN

U.K. £3.99
AUST. \$6.95
(recommended)

ISBN 0-14-037848-0



9

780140 378481

9 0 1 0 1

